

## NATIONAL GUARD CIVIL DISTURBANCE HANDBOOK

**Applicability.** This handbook provides civil disturbance guidance for the employment of Army and Air National Guard resources of the 50 States, the Commonwealth of Puerto Rico, U.S. Virgin Islands, Guam, and the District of Columbia. It complements NGR (AR) 500-1/ NGRI 10-8101. The handbook was developed from the efforts of the Plans Operations & Military Support Officer, Civil Disturbance Workshop Committee, and incorporates abstracts of select pages from FM 19-15, FM 90-10, FM 90-10-1, TM 3-1040-214-12, TM 3-1040-220-12&P, TM 3-1040-262-13&P, TM 3-4310-100-20&P, and the CAARNG Handbook. This handbook is intended to supplement Army Field Manuals not replace them.

**Suggested improvements.** The proponent of this handbook is the National Guard Bureau, Director of Operations, Training and Readiness, NGB-ARO. Users are invited to send comments and suggested improvements to Chief, National Guard Bureau, Attn: NGB-ARO-OM, Army National Guard Readiness Center, 111 South George Mason Drive, Arlington, VA 22204-1382

### Contents (Listed by paragraph number)

#### CHAPTER 1

##### INTRODUCTION

	Para
Purpose .....	1-1
References .....	1-2

#### CHAPTER 2

##### CIVIL DISTURBANCES

Role of the National Guard .....	2-1
Five Principles of Crowd behavior .....	2-2
Gang Tactics .....	2-3
Administration of Medical Aid to Civilians .....	2-4

#### CHAPTER 3

##### USE OF MINIMUM FORCE AND ACTIONS IN THE AFFECTED AREA

Minimum Force .....	3-1
Deadly Force .....	3-2
Eight Special Order for Civil Disturbance Operations .....	3-3
Actions in the Affected Area .....	3-4
Arming Orders .....	3-5

# CHAPTER 4

## INFORMATION PLANNING

Sources of Information .....	4-1
Information Restrictions .....	4-2
Priority Intelligence Requirements (PIR) .....	4-3
Methods of Threat Analysis .....	4-4

# CHAPTER 5

## OPERATIONS PLANNING

Coordination Contacts .....	5-1
Adjacent Units .....	5-2
Plans .....	5-3
Logistics .....	5-4
Assembly and Troop Quartering Area .....	5-5
Task Force Movement .....	5-6
Special Communication Considerations .....	5-7
Personnel Relief/Shift Rotation .....	5-8
Media Relations .....	5-9

# CHAPTER 6

## ON-THE-STREET OPERATIONS

Occupy an Urban Troop Position .....	6-1
Isolate the Area .....	6-2
Measure to Protect Likely Targets .....	6-3
Exert Control .....	6-4
Monitoring .....	6-5
Dispersing .....	6-6
Establish Area Control .....	6-7
Actions on Encountering a Sniper .....	6-8
Hostage/Barrier Situations .....	6-9
Fires .....	6-10
Bomb Threats .....	6-11
Immediate Action on Encountering an Explosive Device .....	6-12
React to Grenade .....	6-13
Employment of Armored Personnel Carriers .....	6-14
Actions after Serious Incidents and Weapons Discharges .....	6-15
Building Searches .....	6-16

## ANNEX A RIOT CONTROL FORMATIONS *(Listed by Page)*

	PAGE
APPENDIX 1 Commands/Cadence/Intervals .....	27
APPENDIX 2 Hand Signals for Formations .....	28
APPENDIX 3 Troop Perimeters .....	29,30
APPENDIX 4 Weapons Positions .....	31
APPENDIX 5 Commander/Leader Positions .....	32

APPENDIX 6	Squad Formations .....	33,34
APPENDIX 7	Platoon Formations.....	35-50
APPENDIX 8	Company Formations.....	51-57

## ANNEX B RIOT CONTROL AGENTS

APPENDIX 1	Planning/Employment.....	58-70
------------	--------------------------	-------

## ANNEX C RIOT BATONS

APPENDIX 1	Employment/Impact.....	71,72
APPENDIX 2	Baton Grip and Positions .....	73,74
APPENDIX 3	Offensive Techniques.....	75,76
APPENDIX 4	Defensive Techniques.....	77-79
APPENDIX 5	Searches.....	80,81
APPENDIX 6	Come-Along Techniques .....	82-90

## ANNEX D URBAN TACTICS

APPENDIX 1	Urban Patrols.....	91-95
APPENDIX 2	Movement Techniques .....	96-101
APPENDIX 3	Defense of Traffic Circle .....	102
APPENDIX 4	Obstacles .....	103,104

## ANNEX E AREA/BUILDING CHARACTERISTICS

APPENDIX 1	Area Analysis .....	105-110
APPENDIX 2	Building Analysis.....	111,112

## ANNEX F ANNOUNCEMENTS

APPENDIX 1	Civil Disturbance Announcements.....	113
------------	--------------------------------------	-----

## ANNEX G CHECKLIST

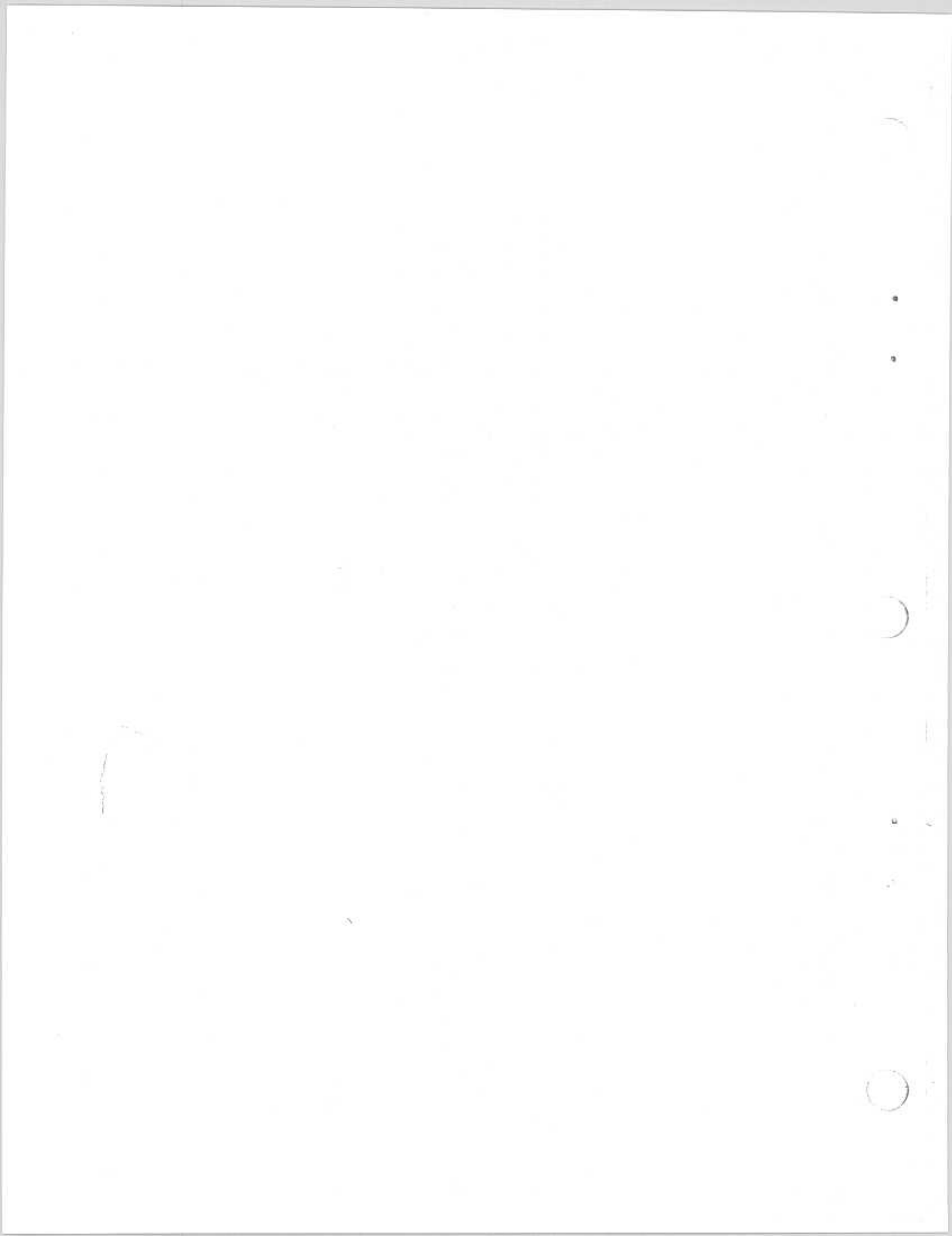
APPENDIX 1	Bomb Threat Telephone Checklist.....	114
APPENDIX 2	Commanders Checklist .....	115
APPENDIX 3	Personnel/Operations/Logistics Checklist.....	116-120
APPENDIX 4	Equipment Abstracts .....	121-131

## ANNEX H DEPLOYMENT MATRIX

APPENDIX 1	Sample Deployment Matrix .....	132,133
------------	--------------------------------	---------

## ANNEX I REFERENCES

APPENDIX 1	References .....	134
------------	------------------	-----





## CHAPTER 1 INTRODUCTION

### 1-1. PURPOSE

- a. The purpose of this Handbook is to provide guidance to Commanders and their staff in planning, operations, tactics and policies for civil disturbance operations and training.
- b. All or any part of this handbook can be reproduced locally.

### 1-2. REFERENCES

Required and related publications are listed in Annex I.

## CHAPTER 2 CIVIL DISTURBANCES

### 2-1. ROLE OF THE NATIONAL GUARD

- a. When it is beyond the capability of the local authorities to control civil disturbances, the Governor may activate National Guard forces to assist law enforcement officials in the protection of life, property, and the restoration of order.
- b. The emphasis is on assisting local authorities.
- c. The National Guard will deploy cohesive units as rapidly as possible. The military chain of command retains command authority over all units and personnel at all times.
- d. The National Guard will be given mission type tasking from civil authorities to assist them in restoring order. Some examples of appropriate missions are:

- \* Man traffic control points
- \* Provide building security
- \* Provide area security/area patrols
- \* Provide security at custody facilities
- \* Provide security and escort for emergency personnel/equipment
- \* Protect sensitive sites
- \* Transport law enforcement personnel
- \* Show of force
- \* Disperse crowds
- \* Employ riot control agents
- \* Provide VIP protection/escort
- \* Provide quick reaction/reserve force
- \* Joint patrols
- \* Other missions mutually agreed upon with the civil authority

Leaders must also work with the civil authorities to ensure units are not given tasks for which they are not trained.

#### e. Examples of inappropriate missions are:

- \* Hostage negotiation
- \* Barricade suspect
- \* Evidence searches
- \* Criminal investigation

f. Leaders at all levels must be restrained in their application of military force. The minimum force rule must be applied in the accomplishment of all missions.

### 2-2. FIVE PRINCIPALS OF CROWD BEHAVIOR

## 2-4. ADMINISTRATION OF MEDICAL AID TO CIVILIANS

Civilian medical personnel should be used as the primary means of treating civilian casualties.

(1) It is reasonable for medical personnel and combat lifesavers to administer the level of first aid that they are trained to do and are expected to do in the normal conduct of their duty. However, do not attempt to replace civilian medical agencies.

(2) Use common sense. Any action is justified only if it is the action a reasonable and prudent person would have taken in the same emergency situation.

## CHAPTER 3

### USE OF MINIMUM FORCE AND ACTIONS IN THE AFFECTED AREA

#### 3-1. MINIMUM FORCE: ALL MILITARY PERSONNEL WILL USE THE MINIMUM FORCE REQUIRED TO ACCOMPLISH THE MISSION.

#### 3-2. USE OF DEADLY FORCE: ALL OF THE REQUIREMENTS BELOW MUST BE MET BEFORE DEADLY FORCE CAN BE USED.

- a. Lesser means have been exhausted or are unavailable.
- b. The risk of death or serious bodily harm to innocent persons is not significantly increased by its use.
- c. It is used for one or more of the following:
  - (1) Self-defense to avoid death or serious bodily harm.
  - (2) Prevention of crime which involves a substantial risk of very serious bodily harm, including the defense of other persons.
  - (3) Prevention of the destruction or theft of property the task force commander has determined vital to public health or safety, as outlined in orders by State or Federal command authorities. This includes property involving national security or property inherently dangerous to others.
  - (4) Detention or prevention of the escape of a person who during the detention or in the act of escape presents a clear threat of loss of life or serious bodily harm to another person.

#### 3-3. EIGHT SPECIAL ORDERS FOR CIVIL DISTURBANCE OPERATIONS

- a. I will always present a neat military appearance. I will conduct myself in a soldierly manner at all times and I will do all I can to be a credit to myself, my unit, and the military service.
- b. I will let civilian police make arrests but I can, if necessary, detain rioters, looters or others committing serious crimes. I will take such persons to the police or designated military authority as soon as possible. It is my duty to deliver any confiscated evidence and to complete evidence tags and detainee forms in accordance with my instructions.
- c. I will not discuss or pass rumors about this operation.
- d. I will avoid damage to property as much as possible.
- e. I will not load or fire my weapon except when authorized by an officer or non-commissioned officer in charge, or when required to save my life, or when the use of deadly force is necessary as outlined in para 3-2 above.

- f. I will be courteous in my dealings with civilians to the extent possible under existing conditions.
- g. I will not mistreat civilians, including those in my custody.
- h. I will, in accordance with ground rules established by appropriate civilian authorities, allow civilian journalist freedom of movement.

### 3-4. ACTIONS IN THE AFFECTED AREA

- a. Appearance: Must be maintained beyond reproach. This has a psychological impact on how people perceive you and the National Guard.
- b. Professionalism: How you act is important. If the public sees that you know your job and can handle the situation properly, their perception of you will be favorable.
- c. Courtesy and Assistance: People will remember you if you were courteous and helpful. Be ready and willing to offer assistance in a courteous manner.
- d. Movement: All actions while in the affected area are governed by the mission, orders from superiors, and the use of minimum force. You must avoid one-to-one confrontations with any members of the dissident crowd.
- e. SALUTE: SALUTE reporting in a civil disturbance is just as important as in combat. Size, however is reported in sheer numbers of people (as opposed to squads, platoons, etc.). Additionally, the mood of the crowd is an additional key reporting item.  
S- size, A- activity, L- location, U- uniform, T- time, E- equipment

### 3-5. ARMING ORDERS

- a. Consistent with the controlling principle that use of minimum force is of paramount importance, the force options outlined in FM 19-15 will be used as a guide when considering the use of face shields, vests, batons, and when arming personnel. When the M16/16A1/16A2 rifle is employed, a lock plate must be installed IAW TM 9-1005-249-24&P to prevent automatic firing.

#### b. Arming Order Matrix

	RIFLE(*)	BAYONET(**)	MAGAZINE	CHAMBER
AO-1	SLING	SHEATHED	IN POUCH	EMPTY
AO-2	PORT	SHEATHED	IN POUCH	EMPTY
AO-3	PORT	SHEATHED	IN WEAPON	EMPTY
AO-4	PORT	FIXED	IN WEAPON	EMPTY
AO-5	PORT	FIXED	IN WEAPON	LOADED

\* Port arms is defined as having the rifle at the ready

\*\* Bayonet posture can be modified by local commanders based on Mission Enemy, Terrain, troops available and time available.

## CHAPTER 4 INFORMATION PLANNING

### 4-1. SOURCES OF INFORMATION.

- a. Always establish liaison with Local, State, and Federal police.
- b. Military Intelligence Agencies.
- c. Local Libraries.
- d. Newspapers and magazines (especially interviews with organizers).
- e. Radio.
- f. Television.
- g. Police scanners.

### 4-2. INFORMATION RESTRICTIONS

- a. The military is restricted from gathering information on civilians, except under unusual circumstances and then only when authorized; (see AR 381-10, NGR 381-10).
- b. Military units may maintain lists of agencies with information on civilians and civilian organizations.
- c. Spot reports must be destroyed within 60 days from the end of the disturbance, unless proper civil authorities have requested they be retained longer.
- d. After Action Reports should contain minimal references to specific personalities and organizations.
- e. Classification of information may limit military access to information used by civilian agencies. The military may request agencies to release unclassified versions.

### 4-3. PRIORITY INTELLIGENCE REQUIREMENT (PIR) DURING CIVIL DISTURBANCE OPERATIONS

- a. Ongoing and Future Disturbances
  - (1) Time and location of disturbance.
  - (2) Cause of disturbance.
  - (3) Identity of persons, groups, or organizations involved in the disturbance.
  - (4) Estimate number of people involved in the disturbance.

- (5) Presence and location of leaders and individuals who have threatened to cause a civil disturbance.
- (6) Presence of threats to utilities that serve the public.
- (7) Kinds of communication and control methods used by participants and organizers.
- (8) Possible use of sewers, storm drains, and other underground systems by participants.
- (9) Attitude of local populace towards demonstrators and toward law enforcement officials.

b. Capabilities of groups likely to cause disturbances

- (1) Group structure and type activities group can carry out.
- (2) Sources, types, and location of arms, equipment, and supplies available to the group.
- (3) Attitude of general populace toward the group.

**4-4. METHODS OF THREAT ANALYSIS**

a. Threat considerations.

- (1) Installation or Community characteristics and attractiveness as a potential target.
- (2) Status of training.
- (3) Availability of communications.
- (4) Non-military law enforcement resources.
- (5) Time and distance from US military installations that can lend assistance.
- (6) Geographic regions.
- (7) Proximity to foreign borders.
- (8) Access to the installation or community.
- (9) Population density of community.

b. Think like the opposition. Put yourself in the opposition's place and wargame what they might do.

## CHAPTER 5 OPERATIONS PLANNING

### 5-1. COORDINATION CONTACTS

#### a. Battalion Level

- \* City/County/State Governments.
- \* City/County/State Law Enforcement and Security Agencies.
- \* Immigration and Naturalization Service and Border Patrol.
- \* Public works department.
- \* Public utilities.
- \* Parks and recreation departments.
- \* City social service departments.
- \* City engineers.
- \* City attorneys.
- \* City public affairs officials.
- \* Civil air patrol.
- \* Civil defense organizations.
- \* Independent social relief organizations (i.e.: Red Cross)

#### b. Company/Platoon Level

- \* City/County Law Enforcement and Security Agencies.
- \* Private police and security organizations.
- \* Local Fire Departments.
- \* Emergency rescue and medical services.

### 5-2. ADJACENT UNITS

- a. Coordinate laterally with adjacent units.
- b. Exchange call signs and share intelligence with adjacent units.
- c. Pass this information up and down the chain of command.

### 5-3. PLANS

- a. Task organization considerations.

(1) HHC: Demands on HHC organic support elements will likely be less than normal. HHC Platoons should either be organized into an additional on-the-street element or attached to one of the line companies.

(2) Combining of units: Since the available firepower is limited to rifles, mass is achieved by using large numbers of military personnel. Dependent on the on the ground strength of units, small units may be attached completely to other units. The Company Headquarters of the smaller unit may be used to fill the vast requirements for Liaison Officers in the civil disturbance operations.

(3) Special Units: The Task Force and Company Teams must plan to have the following special teams and individuals:

- Reserve
- Quick Reaction Force
- Patrols
- Fire Fighting Teams (as applicable)
- Selected Marksman (as applicable & IAW NGR 500-1)
- Riot Control Agent Disperser Teams
- Casualty Teams
- Apprehension Teams
- Reconnaissance/Security Teams

b. Operational plans must include:

- (1) Plan to isolate the affected area.
- (2) Patrol Plan.
- (3) Plans for crowd control.
- (4) Plans for neutralization of special threats and rescue operations.
- (5) Plans for deployment.
- (6) Plans for withdrawing after order is restored.
- (7) Plans for medical evacuation and care.
- (8) Security plan for facilities identified as critical by higher headquarters.

c. Command, Control, and Logistics Centers: In civil disturbance operations, command, control and logistics centers will either be collocated with line units, have security elements from line units attached to them, or be collocated together with other centers to increase the ability to provide mutual security.

d. Keeping journals and logs in Civil Disturbance operations is perhaps more important than in combat operations. In the aftermath of civil disturbance operations, many claims and investigations are likely to occur. The journals and logs will be invaluable in quick and accurate processing of claims and investigations.

e. Operations Orders: Operations orders for civil disturbance operations have certain peculiarities different from combat operation orders.

(1) Situation:

(a) Key Terrain: May include priority facilities, tall buildings/rooftops, intersections and underground avenues of approach.

(b) Enemy Forces: It must be stressed to the soldier that U.S. civilians are not an enemy force, even if they are rioting.

(c) Friendly Forces: Must include Police, Fire, and Medical agencies.

(2) Mission: No change to normal mission statement.

(3) Execution:

Tasks to Subordinate Units: Must include special teams and individuals.

Coordinating Instructions: Must include:

(a) Arming orders/rifle readiness options.

(b) Rules of Engagement, to include Use of Force.

(c) Use of Armored Vehicles.

(d) Instructions on coordination with adjacent units and civil authorities.

(e) Authority to detain civilians.

(f) Guidance on use of riot control agents.

(h) Criteria for searches of civilians and private property.

(i) Uniform requirements are BDU's, face shield, body armor, kevlar helmet, LBE, assigned weapon or shotgun, and protective mask.

(4) Service Support: Include available civilian support.

(5) Command and Signal. Signal must include civilian communications means and applicable phone numbers.



**5-4. LOGISTICS**

a. Deploy with self-sufficiency as goal. Bring all support equipment required as if going to the field unless directed by higher command to leave certain items behind.

b. Special equipment considerations:

- \* Night Observation Devices
- \* Face Shields
- \* Flak Jackets
- \* Riot Batons
- \* M16 Lock Plates
- \* Armored Vehicles
- \* Concertina wire
- \* Barbed wire
- \* Barbed wire gloves
- \* Cyalume light sticks/chem lights
- \* Flex cuffs, hand cuffs
- \* Riot control dispensers: M36(mace can), M33A1(Portable-Disperser), M5(Vehicular or Helicopter Mounted Disperser)
- \* Flood lights, spot lights, search lights, high-power flashlights
- \* Special communication equipment (cellular phones, police handheld radios, etc.)
- \* Videotape and instant-developing film cameras
- \* Public address systems (megaphones)
- \* Ambulances
- \* Fire fighting equipment
- \* Grappling hooks, ladders and ropes (as applicable)
- \* Generators and light sets
- \* Barricade/roadblock material
- \* Bunker Material

c. Consider using local armories as logistical base camps.

d. Identify all civil and military equipment and material assets regardless of ownership to supplement military resources.

**5-5. ASSEMBLY AND TROOP QUARTERING AREAS**

a. Locations should be on Federal, State, or Public use property.

b. Must be located away from disturbance area, but close enough to ensure timely response of reaction forces.

c. Identify adequate primary and alternate routes to the disturbance area.

d. Should be selected with adequate physical security to protect military personnel and equipment.

e. Other factors to be considered:

- (1) Weather likely to be encountered.
- (2) Number of military personnel to be using the area.
- (3) Length of time military personnel will be using the area.
- (4) Availability of sanitation facilities.
- (5) Availability of recreation areas.

**5-6. TASK FORCE MOVEMENT**

- a. Military personnel must be mission ready during movement.
- b. Perform route reconnaissance.
- c. Select the least vulnerable direct route to the employment area.
- d. Main body must be preceded by an advance party of sufficient strength to secure assembly area.
- e. Military vehicles will be utilized as transportation for military personnel within the disturbance whenever possible.

#### 5-7. SPECIAL COMMUNICATIONS CONSIDERATIONS

- a. Consider all communication means:
  - \* Telephones to include cellular phones
  - \* Portable and vehicular public address systems
  - \* Commercial radio and television stations
  - \* Facsimile machines
  - \* Taxis, buses and other local business radio systems
  - \* Military and police radios
  - \* Request cellular phones from telephone company
- b. If communications systems are not compatible, net stations for each system must be collocated.
- c. Use appropriate communications security measures.
- d. Public address systems are effective in some situations to:
  - \* Issuing proclamations
  - \* Drown out local demonstrators
  - \* Direct military personnel, particularly when wearing protective masks

## 5-8. PERSONNEL RELIEF/SHIFT ROTATION

- a. Do not designate reserve forces for relief duties.
- b. Priority of relief is to units in the highest threat areas.
- c. Perform relief in place.
- d. Coordinate relief with civilian as well as normal military commands.
- e. Coordinate/control relief from the outgoing unit field command post.
- f. Prepare a contingency plan for incoming (relieving) force to assist outgoing force if threat activity occurs before relief operations are completed.
- g. Plan for exchange of barrier and other appropriate equipment while maintaining accountability.
- h. Outgoing unit briefs incoming (relieving) force and conducts thorough area of operation (AO) reconnaissance.
- i. Key elements of a relief order:
  - (1) Time relief starts and ends.
  - (2) Time or condition of relief.
  - (3) Routes for incoming/outgoing units.
  - (4) Civilian agencies in AO and means of contact.
  - (5) Critical Sites (including barricades).
  - (6) Security measures (Patrol routes, guard posts).
  - (7) Report requirements (PIR, SALUTE).

## 5-9. MEDIA RELATIONS

- a. Media interest in civil disturbance is high. Inquiries can come from local, state, national and international media outlets. In response to a major event, several hundred reporters and media support personnel could be on the scene in less than 24 hours.
- b. In most situations, elected civilian officials or spokespersons from the lead civilian law enforcement agency will have the lead for public affairs.
- c. Military personnel will receive a briefing about the public affairs aspects of any mission from appropriate public affairs personnel.
- d. A senior National Guard official or public affairs officer will act as the spokesperson for National Guard matters.
- e. Individual Guard members are encouraged to talk to journalists but are not required to do so. The following guidelines apply to interview situations:
  - (1) Interviews should not interfere with mission performance.
  - (2) Discussions should be limited to a Guard member's personal duties and experiences. Do not discuss rules of engagement or speculate on future missions. Guard members should make it clear to a journalist that the National Guard is acting in support to civilian authorities.
- f. Pending locally established ground rules, journalists may be required to obtain accreditation before allowed access to operational areas.

g. Public affairs personnel are responsible for media accreditation (if required), media escorts and establishment of media briefing areas and other support facilities as required. Commanders should recognize that public affairs offices have very little or no equipment, organic transportation or support staff. Adequate support for public affairs missions must be provided from other sources.

h. Journalists can be expected anywhere in an operational area. Media groundrules established by the lead public affairs agency will determine any areas restricted to media access. Throughout any operation members of the media should be treated with courtesy. They should be provided access to areas and spokespersons in a manner that will allow them to tell an accurate and complete story. However, simply by virtue of their profession, journalists are not guaranteed any special or extra authority not granted to members of the public.

## CHAPTER 6 ON THE STREET OPERATIONS

### 6-1. OCCUPYING AN URBAN TROOP POSITION

a. When directed to occupy an urban troop position, the leader will select a tentative site based on map reconnaissance.

(1) Site considerations.

(a) Proximity to local law enforcement or firefighting facilities.

(b) Proximity to medical facilities

(c) Availability of rest and sanitation facilities

(2) If possible, site suitability should be confirmed with local law enforcement.

(3) Plans should include an alternate site in case the initial site is unsuitable.

b. Movement to site

(1) Movement will be conducted tactically, either on foot or by tactical military vehicle.

(2) Full uniform will be worn at all times.

(3) Travel near likely ambush sites will be avoided.

(4) All-around security will be maintained, to include air (sniper) guards.

c. Arrival at site

(1) Troops will dismount tactically and set up a perimeter around the vehicle.

(2) Leader will conduct a leaders recon of the site.

(a) Leaders recon will include, at a minimum, the following personnel: Leader, Radio Telephone Operator, Recon/Security Team (at least two persons).

(b) Reconnaissance considerations

(1) Identify key terrain to include: Tall buildings, rooftops, sewers, storm drains, intersections, high-speed vehicular avenues of approach.

(2) Identify known or likely adversary locations.

(3) Select sites for:

- \* Squad/team positions
- \* Command post (consider communications)
- \* Observation posts
- \* Detainee holding area
- \* Road blocks/checkpoints
- \* Rest and hygiene areas

(c) Five-point contingency plan will be given to the leader of the remaining element.

Going: Where the leader is going

Others: Who else is going on the recon

Time: How long the recon element will be gone

What: What to do if the leader does not return

Actions: Actions on contact. What to do if:

- \* The recon element has contact
- \* The remaining element has contact

(3) The leader returns from the recon and establishes security at the site.

(4) Once site security is in place, the leader establishes a priority of work to include:

(a) Constructing individual guard positions

(b) Establishing communications (wire, FM, and other)

- \* With higher headquarters
- \* Within the unit
- \* With adjacent units
- \* With local law enforcement
- \* With medical facilities

(c) Constructing barriers/roadblocks

(d) Preparing sector sketches

(e) Distributing additional equipment

(f) Conducting PMCS on weapons and equipment

(g) Inspecting unit members and equipment

(h) Conducting chow/personal hygiene

(i) Instituting a rest plan

- (5) The leader conducts adjacent unit coordination to include necessary coordination with nearby civilians(businesses).
- (6) The leader assigns security patrols, if applicable.
- (7) The leader forwards a copy of the sector sketch to higher personnel.

## 6-2. ISOLATE THE AREA

### a. OBJECTIVES of this task:

- (1) Prevent disorder from spreading.
- (2) Move uninvolved people from the area quickly.
- (3) Prevent unauthorized people from entering the area.
- (4) Prevent escape of potential agitators.
- (5) Secure public utilities (lighting, gas, electricity, water, transportation)

Make every effort to allow the crowd to peacefully disband, thus reducing potential arrests.

### b. MEASURES TO ISOLATE THE AREA:

- (1) Barriers and barricades
- (2) Patrols
- (3) ID cards and pass system

### c. TEMPORARY TROOP BARRIERS: (See Appendix S)

### d. ROADBLOCKS AND BARRICADES:

- (1) Position to avoid bypass or isolation.
- (2) Secure barrier materials.
- (3) Provide limited access through or around.
- (4) Provide cover from threat fire.
- (5) Illuminate barriers without exposing personnel.
- (6) Use sandbags to prevent splintering of barrier material.
- (7) Place warning signs in front of barriers.

### e. CHECKPOINT OPERATIONS:

- (1) Use checkpoints to control items or personnel
- (2) Position checkpoints where off-street parking is available
- (3) Mark approach lanes (with traffic cones, etc.)
- (4) Coordinate for police vehicle support
- (5) Establish pass systems for local residents or other authorized personnel. Use driver license, zip code, or local phone prefix for resident confirmation.

### f. PERIMETER PATROLS:

- (1) Use to prevent entry or exit of unauthorized persons within the disturbance area.
- (2) Fire team or squad size.
- (3) Patrol area should not be too large.
- (4) Provide information for higher headquarters.
- (5) Be aware of friendly forces.
- (6) Response plan for all anticipated threats.
- (7) Coordinate routes with local law enforcement.
- (8) Use only coordinated/approved routes.
- (9) Treat civilians with respect.
- (10) Report unusual situations immediately.
- (11) Know Rules of Engagement and Arming procedures.

(12) Conduct thorough pre-mission inspection.

g. SEARCHES AND PRIVATE REAL PROPERTY:

- (1) Local law enforcement agencies have primary responsibility for performing real property searches.
- (2) You may only search private real property to prevent injury or loss of life.

h. VEHICLE HALTS AND SEARCHES:

- (1) The intent is to stop suspect vehicles and allow others to pass.
- (2) Detain an individual during a vehicle search/halt if any of the following are present:
  - (a) Weapons
  - (b) Illegal Drugs
  - (c) Suspicious quantities of household appliances/electronics.
- (3) Composition of search teams:
  - (a) Halt team/2 personnel, Security team/6 personnel
  - (b) Interior search team/2 personnel
  - (c) Exterior of vehicle search team/2 personnel
  - (d) Under vehicle search team/2 personnel
- (4) Process:
  - (a) Halt team will stop vehicle at designated point. Halt team positioned to left front of vehicle.
  - (b) Cover team overwatches vehicle from right front. Maintain "T angle" of 45 degrees between halt team, vehicle and cover team.
  - (c) Cover team provides rear and flank security; observes buildings in vicinity.
  - (d) Instruct passengers to dismount vehicle.
  - (e) Two cover team personnel escort passengers away from vehicle and secure them.
  - (f) Conduct systematic search of the vehicle.
  - (g) Turn in any contraband to civil authorities.

(5) Other suggestions:

- (a) A zigzag barrier should be established that vehicles must negotiate, and the vehicle is stopped at the immediate rear of the obstacle.
- (b) The cover team utilizes high power flashlights (maglights) to shine onto the vehicle to "blind" the occupants when they are approaching the halt position.

### 6-3. MEASURES TO PROTECT LIKELY TARGETS

#### a. VIP

- \* Restrict release of personal data.
- \* Do not identify parking areas.
- \* Urge key personnel to maintain low profile.
- \* Brief VIPs on environment and have them report surveillance by strangers.
- \* Use emergency codes to alert others of threat.
- \* Limit access to itineraries and routes.

#### b. BUILDINGS

- \* Prevent access to key facilities by the public.
- \* Equip visitor entrances with emergency alarms.
- \* Escort all visitors.
- \* Control entrances to sensitive areas. Patrol locked entrances periodically.
- \* Select an interior safe room for sensitive facilities in case of attack.
- \* Store supplies for extended periods.
- \* Place zigzag barriers at vehicle entrances.

c. Examples of vital areas are utility buildings, power plants, telephone companies, television, radio and newspaper sites.

### 6-4. EXERT CONTROL

#### a. Four options for crowd control:

- \* Monitor
- \* Disperse
- \* Contain
- \* Block

#### b. Variables which influence actions-taken:

- \* Crowd size
- \* Crowd temperament and degree of cooperation
- \* Crowd organization, leadership and uniformity
- \* Intensity of disturbance
- \* Public opinion
- \* Current policies
- \* Capabilities and readiness of control forces
- \* Immediate and long range benefits of control force operation
- \* Weather, terrain and time of day



**6-5. MONITORING**

- a. Conducted by observation/scout teams.
- b. Should be conducted during all crowd control operation.
- c. Used alone when more decisive action is not feasible due to crowd size or when intensity of situation might escalate.
- d. Primary purpose is to report in SALUTE format.
- e. Equip with radios, binoculars, night observation devices, cameras.
- f. Position on rooftops, high terrain, or helicopters.
- g. Can be used to contact and gain cooperation of crowd leaders.
- h. Locate along routes of planned marches.

**6-6. DISPERSING**

- a. Intent is to fragment the crowd.
- b. Must prevent spread of disturbance by:
  - \* Control of dispersal routes and areas in which dispersal will occur.
  - \* Protect likely targets for dispersing crowd.
  - \* Plan for apprehension of small groups remaining in the area.
- c. Methodology
  - \* Proclamation
  - \* Show of Force
  - \* Crowd control formations and riot control agents
- d. Proclamations (see samples from FM 19-15 attached)
  - \* Officially establishes illegal nature of crowd action.
  - \* Prepares crowd for the presence of military authority.
  - \* Tends to inspire respect.
  - \* Supports law-abiding elements.
  - \* Psychologically bolsters military forces.
  - \* Makes commander's intent known to crowd.
  - \* May or may not want to impose a time limit.
  - \* Must allow reasonable time for crowd to comply.
  - \* Situation may change.
  - \* Consult with a Judge Advocate General Officer when drafting the proclamation.

e. Show of Force and Crowd Control Formations

- (1) Marching military personnel in disciplined formation are often useful measures for dispersing the crowd.
- (2) Military personnel transported by truck should dismount out of site of crowd, but close enough to conserve troop energy by not marching too far.
- (3) May choose to arrive by helicopter, if available, for psychological effect. Helicopters should land in site of crowd, but far enough away to prevent damage from thrown objects. First soldiers off the helicopters must secure the LZ.

## 6-7. ESTABLISH AREA CONTROL

a. LOOTING AND ARSON

- (1) Use the minimum force necessary principle
- (2) Anti-looting measures include:

- \* Boarding up windows
- \* Posting looting penalty warnings
- \* Foot and motor patrols
- \* Fixed guard posts
- \* Roadblocks and barricades
- \* Illumination of likely looting targets

Deadly force is not authorized to control looting

b. CIVIL LAWS, ORDINANCES, AND RESTRICTIONS

- (1) Civil disorders act of 1968 makes it a federal offense to obstruct firefighters, police, or National Guardsmen who are lawfully performing official duties (see FM 19-15 pg 6-11).
- (2) Only civilian authorities can impose restrictions on civil population (except in the event of martial rule).
- (3) Curfews are often an effective measure, but require:
  - \* Coordination of initiation, enforcement, and termination.
  - \* Public proclamations to initiate the curfew.
  - \* Exemptions and guidance on who receives exemption.
  - \* Provisions for the apprehension and disposition of violators.
- (4) Restrictions of the sale of certain materials (i.e. guns).
- (5) Restrictions on assembly, interference with public functions and communications.

## 6-8. ACTIONS ON ENCOUNTERING A SNIPER

a. Take cover!

b. Hold fire (do not return suppressive fire as in combat). Only return fire if there is a positively identified target and all requirements for use of deadly force have been met.

c. Warn all military and civilian personnel to take cover.

d. Administer First Aid: If someone has been injured, get them to cover and administer first aid.

e. Identify and Locate: Verify sniper fire has in fact occurred (not a car back-fire, firecracker, etc.) and attempt to identify the location.

f. Report: After verifying that sniper fire has been taken, report to higher headquarters whether or not you have identified the sniper location.

g. Call for civilian law enforcement Sniper Response Team (SRT).

h. Advise local residents to leave on a specified safe route.

i. Set up observation points with communication.

j. Surround building sniper is in.

k. Illuminate building if possible.

#### 6-9. HOSTAGE/BARRIER SITUATION

a. Military force responsibility is to contain the event until civilian law enforcement can take over.

b. Contain hostage site by establishing two perimeters.

(1) Inner perimeter to restrict hostage taker's mobility without endangering hostages.

(2) Outer perimeter to prevent injury or interference from bystander.

c. Call for law enforcement assistance.

## 6-10. FIRES

a. Military forces normally provide security for civilian firefighters. If needed to help fight fires, the force must be task organized into firefighting, medical evacuation and security elements.

b. Coordinate and establish liaison with firefighting task force.

c. The following actions should be taken at the fire scene:

- \* Isolate the area with a protective cordon.
- \* Include security of hoses and hydrants.
- \* Concentrate security effort on activities outside the cordon.
- \* Post observation posts on nearby tall buildings.
- \* Special emphasis on prevention of sniping attacks.
- \* Control hostile crowds with riot control techniques.
- \* Block and divert traffic trying to enter the area.

## 6-11. BOMB THREATS

a. Post bomb threat checklists next to phones (see appendix W).

b. When a bomb threat is received:

- (1) Call for law enforcement assistance.
- (2) Notify appropriate control force elements, police, EOD, fire, and medical services.
- (3) Have them report to a staging area near threatened facility.
- (4) Establish roadblocks or checkpoints to contain area.
- (5) If evacuation is required, it must be orderly.
- (6) Designate withdrawal routes.
- (7) Take care not to create panic.
- (8) Tell occupants to check area for unusual objects.
- (9) Occupants should take brief cases and personal items.

Once device is located, EOD or police will neutralize.

## 6-12. IMMEDIATE ACTION UPON ENCOUNTERING AN EXPLOSIVE DEVICE

- a. Take cover.
- b. Warn: Warn all military and civilians to take cover.
- c. Report.
- d. Never handle the device.
- e. Secure the area.
- f. Isolate the area with roadblocks and checkpoints.
- g. Evaluate the situation to ensure everyone is evacuated.
- h. Alert fire, police and medical personnel.
- i. Direct them to a staging area.
- j. Control utilities: turn off gas, electric and water to the area.

## 6-13. REACT TO GRENADE

- a. Attempt to kick grenade into sewer, down a pipe or any other "sump" if readily available.
- b. Take cover if readily available.
- c. Dive away from the grenade, face down, head away.

## 6-14. EMPLOYMENT OF ARMORED PERSONNEL CARRIERS

- a. The Task Force Commander will determine the placement of APCs to ensure they are readily available to perform extractions in high threat areas as applicable.
- b. Local commander will ensure APCs are positioned out-of-sight of the general public and employed only for emergency extractions.
- c. Medical evacuation of casualties and extraction of other personnel (military and civilian) who are pinned down by suppressive fire (i.e.: rescue vehicles).
- d. All military personnel must clearly understand that the role of the APC is as a **rescue vehicle!**

e. All PAOs, to include Battalion PAOs(S1s), all leaders, and all military personnel must stress to the general public that APCs are employed as rescue vehicles. We do not want to intimidate the general population. **The good will, trust, and confidence of the general public in support of our military personnel is the lasting impression we want to instill.** Soldiers must be made aware of the average civilian's lack of exposure to tracked vehicles and be considerate of their concerns in every employment of tracks. **We must always remember we are there to protect the general public. We are not there to defeat the gangs. We cannot accomplish our mission without the support of the law abiding majority.**

f. At all times, APCs must be secured to prevent them from falling into the hands of the rioters. Operating buttoned up is key both from the aspect of protection from small arms fire and the prevention of having rioters get inside the tracks.

#### 6-15. ACTIONS AFTER SERIOUS INCIDENTS AND WEAPONS DISCHARGES

- a. Secure and isolate the area.
- b. Administer first aid and evacuate the casualties if necessary.
- c. Get unit status of personnel and ammo if applicable.
- d. Ensure initial report has been sent to higher headquarters by the quickest means.
- e. Get witness statements from all involved personnel.
- f. Follow up with formal serious incident report.

#### 6-16. SEARCHING OF BUILDINGS

- a. A life or death situation must exist for military personnel to perform building searches.
- b. Building searches are normally performed by civilian law enforcement personnel.
- c. Clearing of buildings in a civil disturbance operation differs from normal military operations on urban terrain. **Rooms cannot be prepped with hand grenades prior to entering nor be sprayed with fire prior to entering.**
- d. If deployed on building searches, military personnel must remember that these are the homes of law abiding citizens. Treat premises as if they were your own, and leave the room exactly as it was found.

## ANNEX A

### APPENDIX I (COMMANDS/CADENCE/INTERVALS) TO ANNEX A (RIOT CONTROL FORMATIONS)

---

#### COMMANDS

Commands can be given to crowd control units in formation either orally or with hand signals. The oral commands for safe port, safeguard, and on guard are given in one count. All other commands are given in two counts, a preparatory command followed by an execution command. Oral commands cannot be relied on completely. Commanders must plan to use alternate methods for relaying commands. When it is necessary, commanders use hand and arm signals with oral commands.

The unit marches in column formation a reasonably safe distance from the crowd and within plain view of it. The unit halts and remains in formation. The commander decides what crowd formation he desires for the situation. The unit is ordered into or assembled from the crowd control formations while halted. As each soldier reaches his proper position, he automatically faces in the direction of the unit's intended advance and comes to a halt. He remains halted in the safe-port position and awaits further orders. On the preparatory command, the troops automatically assume the safe-port position. On the execution command, they form the formation. Once

the troops are in the crowd formation, the commander commands, "Safeguard," and issues the proclamation. Following the proclamation, the commander informs the participants that they have a specific time in which to comply with the order to disperse. If the participants fail to disperse within the given time, the commander employs the measures needed to disperse the crowd.

When the commander gives the safeguard and on-guard commands, the commands are for the lead element only. When using squads in support and the commands for safeguard and on-guard are given, the support squads automatically move to the port-arms position when the command of safeguard are given to the lead element. If the squads are in general or lateral support and must move to another position, they assume the safe-port position. They move to the new support position and are then commanded to port arms.

The support elements give a resounding stomp with the left foot when the lead element goes to the on-guard position. On the command, "Forward march," the support elements maintain the same half-step cadence as the lead element.

#### CADENCE

The usual cadence for moving troops into and out of crowd control formations is double time. The troops are at safe-port when performing these maneuvers. When troops in a crowd control formation are moving in the safeguard position, the usual cadence is quick time. When they are moving in the on-guard position, the usual cadence is 60 steps per minute. For psychological effect, troops using the on-guard

cadence may accentuate each left-foot step with a stomp.

The commander may increase or decrease the cadence, depending on the situation. For example, the commander may call a quick-time cadence to keep pressure on a crowd that is withdrawing.

#### INTERVAL AND DISTANCE

Interval is the lateral space between elements. Distance is the space between elements in a column. The usual interval and distance between soldiers in

crowd control formations are on one pace or 30 inches.

## ANNEX A

### APPENDIX 2 (HAND SIGNALS FOR FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### HAND SIGNALS FOR FORMATIONS



##### LINE

Raise both arms from the sides until they are horizontal. The arms and hands should be extended with the palms down.



##### WEDGE

Extend both arms downward and to the sides at a 45-degree angle. The arms and hands should be extended with the palms down and in.



##### DIAMOND

Extend both arms above the head. Bend the elbows slightly, and touch the fingertips together.



##### ECHELON

##### RIGHT OR LEFT

Extend one arm 45 degrees above the horizontal and the other 45 degrees below the horizontal. The arms and hands should be extended. The upper arm shows the direction of the echelon when the commander faces the troops.



##### CIRCULAR

Give the diamond signal. Then give a circular motion with the right hand.

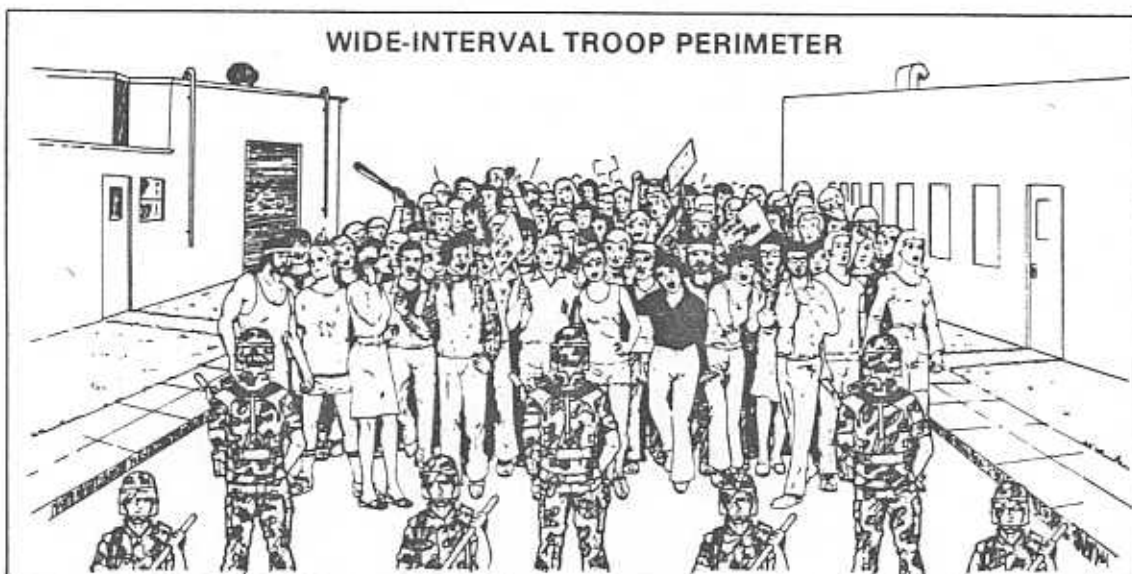
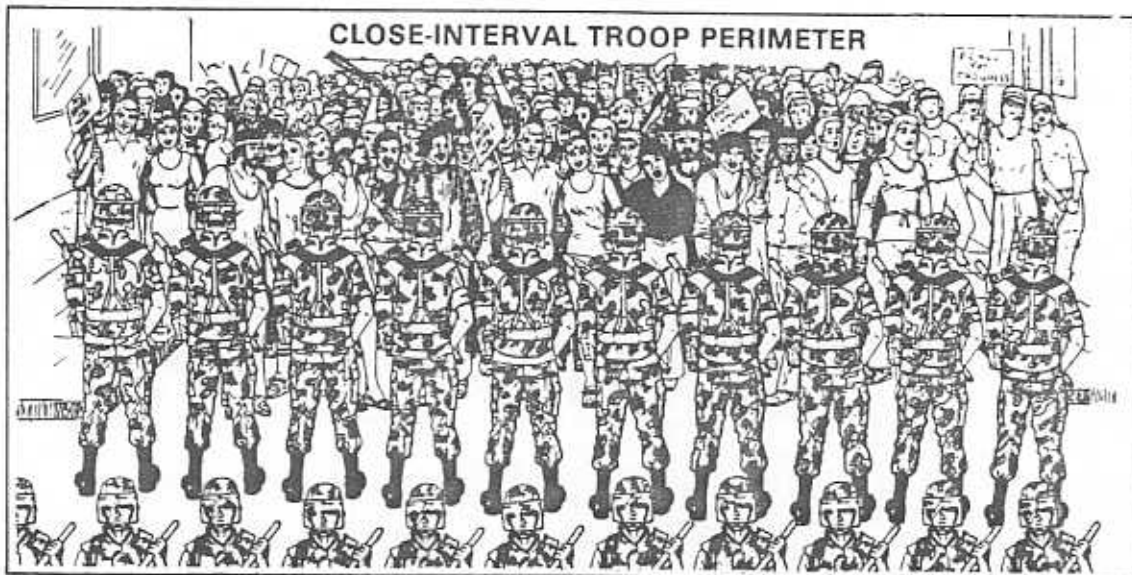


## ANNEX A

### APPENDIX 3 (TROOP PERIMETERS) TO ANNEX A (RIOT CONTROL FORMATIONS)

Temporary barriers of troops can be set up until more permanent barriers can be made. When troop perimeter is used to isolate an area, the control force sets up an inner and outer perimeter. The inner perimeter contains the area of the disturbance and keeps the disorder from spreading. Troops on the inner perimeter face the disturbance. The outer perimeter prevents outsiders from entering the disturbance area. Outer perimeter troops face away

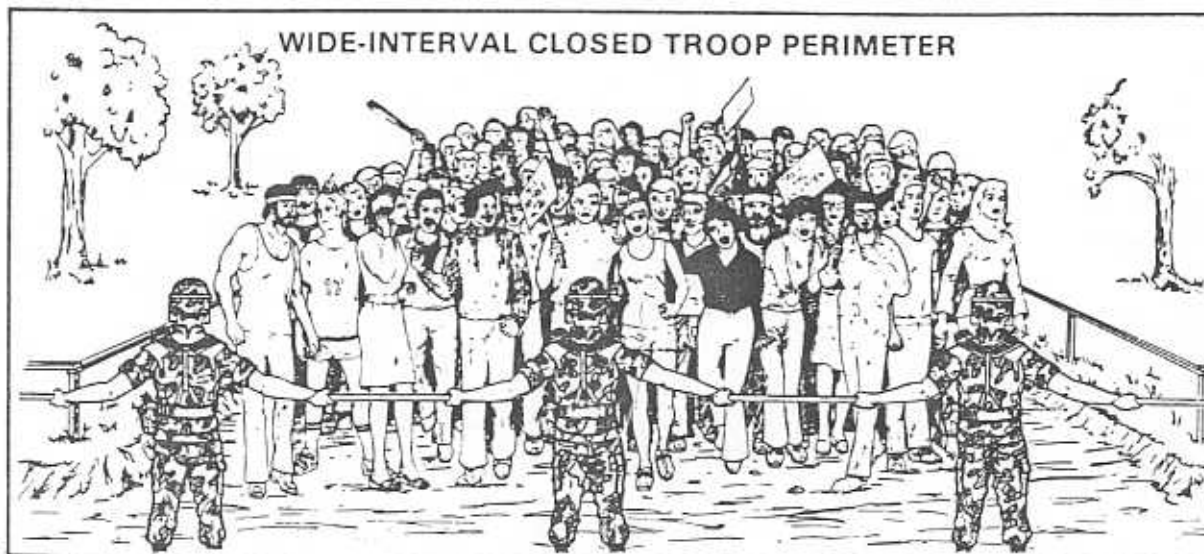
from the disturbance. The use of two perimeters protects the backs of the troops in each line. The use of two perimeters also creates a clear zone in which to stop people who breach one of the lines. In large crowds, control forces stand shoulder-to-shoulder. In small crowds, they stand double arms length apart. If a closed perimeter is needed, they can link themselves together with riot batons.



## ANNEX A

### APPENDIX 3 (TROOP PERIMETERS) TO ANNEX A (RIOT CONTROL FORMATIONS)

---



Portable barricades of sawhorses, ropes, and other field-expedient devices can be used to impede pedestrian traffic. Concertina wire is a suitable material for rapidly constructed, effective barricades.

But concertina wire is *used only under the most serious circumstances*. And then it is used sparingly, because it is indicative of violent disorders.

## ANNEX A

### APPENDIX 4 (WEAPONS POSITIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### WEAPON POSITIONS

At the commander's discretion, the members of the crowd control formation may carry their weapons in any of the positions prescribed in FM 22-5. Port arms is especially useful for resting support troops who are not in direct contact with the crowd. The positions for safe port, safeguard, and on-guard shown below are the M16 rifle. These positions are equally suited for the M14 rifle and the M1 rifle. The hand grasps need only be altered where necessary.

The safe-port position is quite effective when making a show of force. In this elevated position, bayonets can be seen by participants in the rear of the crowd. The sights of the bayonets can create an impression of strength and numerical superiority.

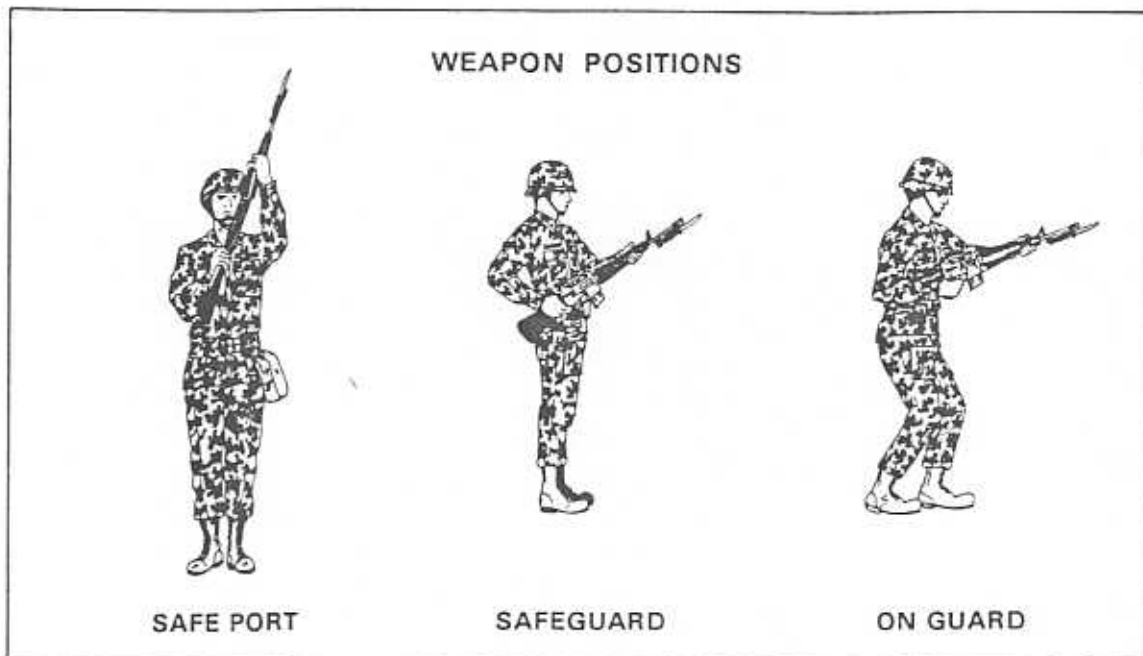
Troops move into and assemble from all crowd control formations with weapons in the safe-port position. Troops automatically assume the safe-port position on the preparatory command for a crowd control formation and when commanded to assemble.

Commanders use the safe-port position to impress rioters. However, troops should not be kept in the position very long as it is very tiring.

The safeguard position is a position of semireadiness. It is less tiring than the on-guard position. It is used to rest troops when circumstances permit. For example, as troops advance, they maintain the safeguard position until just before contact is made or resistance is expected.

The safeguard position can be used when troops are pursuing a crowd that is withdrawing without resistance.

On guard is a position of complete readiness. It is used whenever troops are in contact with a group that is showing any kind of resistance or hesitation to withdraw. It also is a tiring position to maintain for extended periods of time. Commanders must rest their troops at every opportunity by using less tiring positions.



## ANNEX A

### APPENDIX 5 (COMMANDER/LEADER POSITIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### COMMANDER AND LEADER POSITIONS

When a unit is in column formation, each echelon commander usually takes a position at the head of the column. In crowd control formations, squad leaders and their assistants, platoon leaders and their assistants, and company commanders take their positions where they can best direct and control their units. For diamond and circle formations, they place themselves in the center of the formation. For all other formations, they place themselves at the rear of the unit. However, these are only guidelines. The leaders can adjust their position with respect to their units as they see fit.

In column formations, messengers, radio operators, marksmen, disperser operators, and other platoon HQ members usually take positions at the

front of the column. In a crowd control formation, HQ personnel, at the commander's discretion, may be positioned near the commander. If the situation does not allow this kind of positioning, HQ personnel may be positioned behind the control element.











Control force formations can be based on 12-man squads, 4-squad platoons, 3-squad platoons, and 3-platoon companies with 4-squad platoons. However, a 9-man or a 10-man squad can be adapted easily to the example for a 12-man squad. Any size squad, platoon, or larger unit can be employed, and a crowd control formation can be adapted to fit the unit's organization.

#### SQUAD FORMATIONS

When moving a squad into a crowd control formation from a column formation, the squad leader takes one or more steps to the right of the squad and faces the squad. He gives the hand and arm signal for the formation that he wants. He then gives the preparatory command. As he gives the

execution command, he points to where he wants the unit to form. The squad's number two man, or base man, moves to that position. The squad forms on the base man's position.

#### SYMBOLS FOR FORMATION ELEMENTS

COMPANY COMMANDER		SQUAD MEMBER	
PLATOON LEADER		MESSENGER AND RADIO OPERATOR	
PLATOON SERGEANT		SELECTED MARKSMAN	
SQUAD LEADER		DISPERSER	
FIRE TEAM LEADER OR ASSISTANT SQUAD LEADER		VEHICLE	

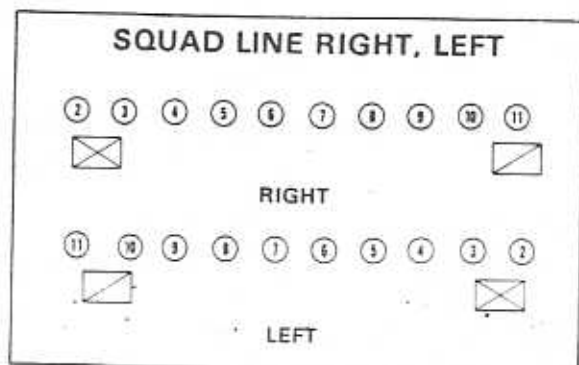
## ANNEX A

### APPENDIX 6 (SQUAD FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### SQUAD LINE

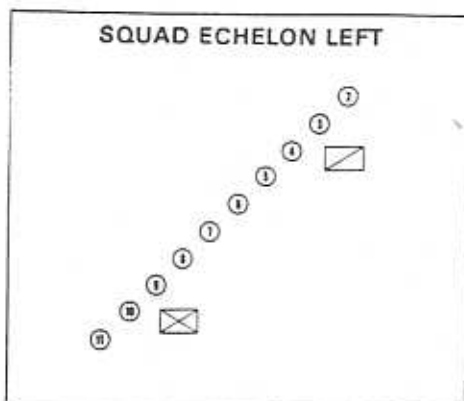
The command for having a squad form a line formation is "Squad as skirmishers, move." On the execution command, the base man moves to the place indicated by the squad leader. The squad members align themselves in sequence on the base man, one pace apart.

Based on the situation, the squad leader may designate a specific interval. He does this when he gives the preparatory command. If no interval is specified, the squad automatically forms using a one-pace interval.



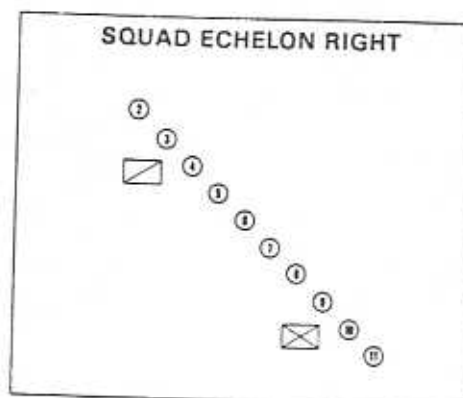
#### SQUAD ECHELON

The command for having a squad form in an echelon formation is "Squad echelon right (left), move."



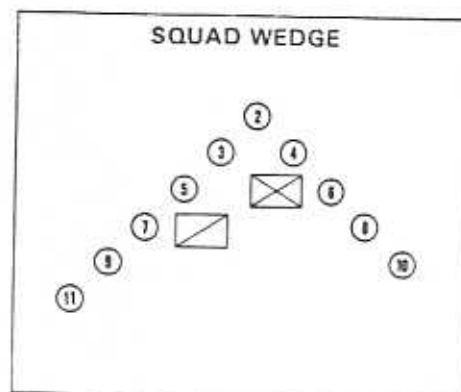
On the execution command, the base man moves to the place indicated by the squad leader.

The squad members align themselves in sequence on the base man, one pace to the side and one pace to the rear.



#### SQUAD WEDGE

The command for having a squad form in a wedge formation is "Squad wedge, move." On the execution command, the base man moves to the place indicated by the squad leader. Even-numbered squad members align themselves in sequence on the base man, one pace to the right and one pace to the rear of each preceding man. Odd-numbered members align themselves in the same way to the left of them base man.



## ANNEX A

### APPENDIX 6 (SQUAD FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

---

#### SQUAD ASSEMBLY

When assembling a squad from the line formation, the squad leader takes a position a sufficient distance to the rear of the squad and commands, "Squad assemble." At the same time, he raises his right hand in the air and makes a circular motion. Squad members who hear the command automatically come to the safe-port position. The base man does an about-face. The other squad members face toward the base man. On the execution command, "Move," the squad leader points to the place where he wants the base man to assemble. The base man double-times to the designated spot, and the other members of the squad follow the base man. When the squad is in a column formation again, they are ordered to port arms.

To assemble from a squad echelon formation, the squad leader takes the same steps as for the line formation. The base man does an about-face. The squad members do either a half left face for an echelon right or a half right face for an echelon left and follow the base man.

To assemble from a squad wedge formation, the squad leader takes the same steps as for the line and echelon formations. The base man does an about face. All even-numbered men do a half left face, and all odd-numbered men do a half right face. They then follow the base man in sequence.

#### FOUR-SQUAD PLATOON FORMATIONS

Platoon headquarters consists of the following four people:

- \* Platoon leader.
- \* Platoon sergeant.
- \* Selected marksman.
- \* Messenger or radio operator.

When directed by the platoon leader, other people, such as disperser operators and firefighters, may augment the platoon headquarters.

In forming all crowd control formations from the column, the platoon leader moves to the right of the platoon and faces them when giving his commands. He gives the arm and hand signal and the preparatory command. On the execution command, "Move," he points to the approximate location where he wants the platoon to form. The platoon leader pauses between the preparatory command and the execution command to allow each leader to issue a preparatory command to his squad.

#### PLATOON LINE

The command for forming a platoon line is "Platoon as skirmishers, move." Immediately following the platoon leader's preparatory command, the squad leaders of the first and fourth squads command, "Follow me." The squad leaders of the second and third squads command, "Stand fast." On the platoon leader's execution command, the first and fourth squads move forward to the point designated by the platoon leader. The number two man of the fourth squad is the base man for the platoon formation. The fourth squad forms a squad line to the right of the base man, and the first squad forms a squad line to the left of the base man, dressed on the fourth squad. After the first and fourth squads have cleared the platoon, the second and third squad leaders command, "Follow me." The second squad forms a squad line to the left of the first squad. The third squad forms a squad line to the right on the fourth squad, all squads dressing on the fourth squad.



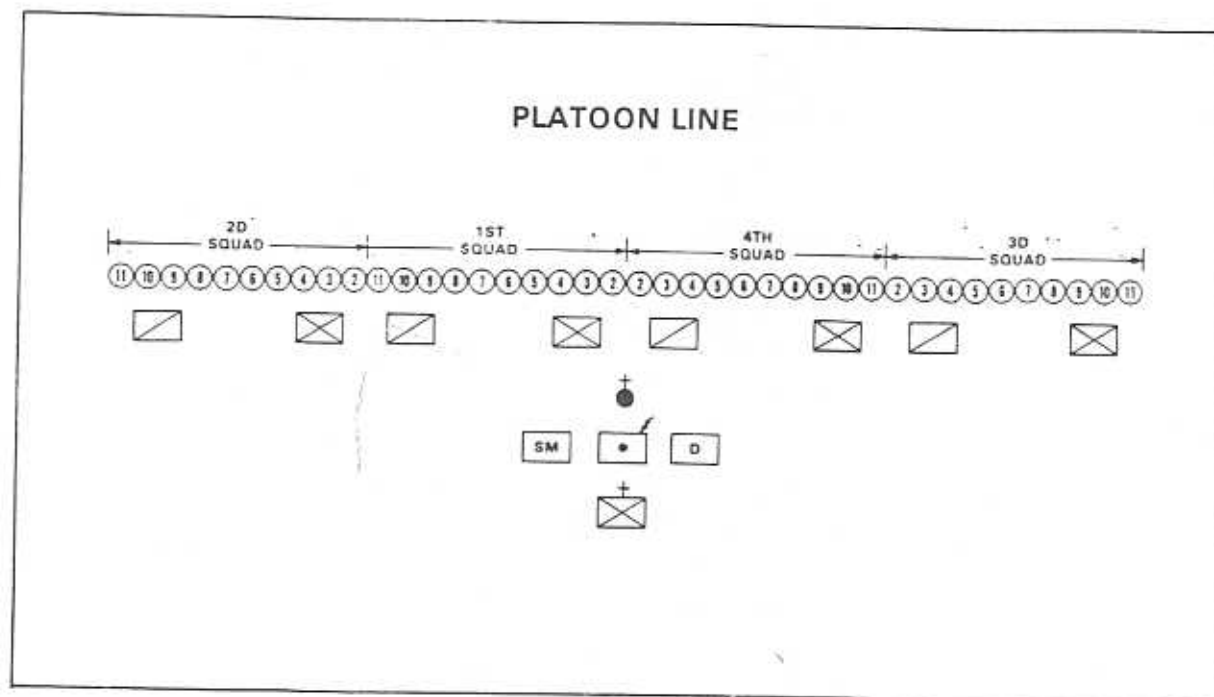
## ANNEX A

### APPENDIX 7 (PLATOON FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### PLATOON LINE

When assembling the platoon from the platoon line formation, the platoon leader and his HQ personnel take a position to the rear of the platoon. He then gives the command, "Platoon assemble," raising his right arm and making a circular motion above his head. The members of the platoon automatically assume the safe-port position. All squad leaders go to their number two men and face the platoon leader. All number two men do an about face. All other squad members do a facing movement toward their respective number two men. On the platoon leader's execution command, he points to where he wants the platoon to assemble. The squad leaders of the fourth and third squads

command, "Follow me," and together they move toward the platoon leader. As the fourth and third squads clear the line formation, the first and second squad leaders command, "Follow me," and together they move toward the platoon leader, dressing to the left of the fourth and third squads. All squads halt automatically behind the platoon HQ and dress. After the squads are in column, the platoon leader commands, "Port arms." If the platoon leader wants the platoon facing back in the direction of the crowd control formation, he commands, "Counter-column, march."



## ANNEX A

### APPENDIX 7 (PLATOON FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

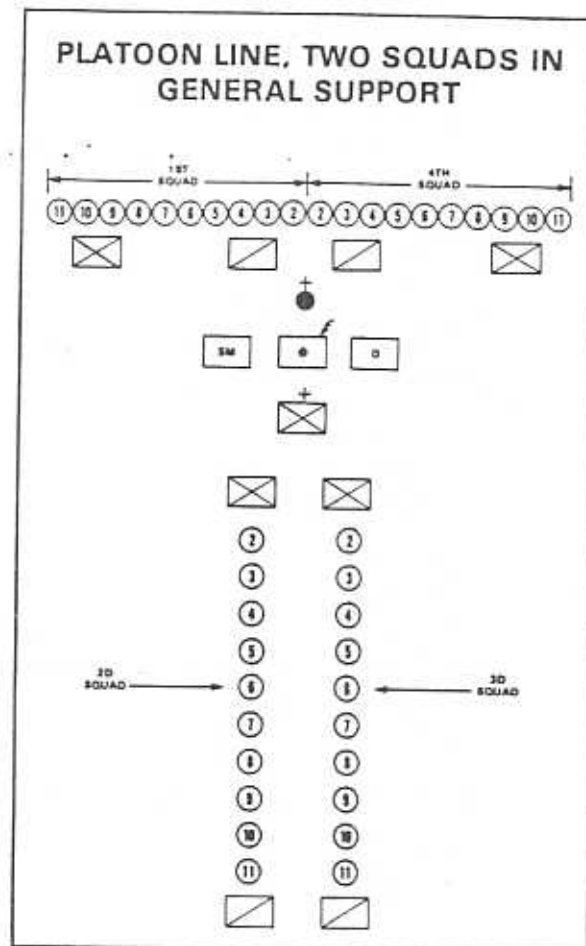
#### PLATOON LINE WITH GENERAL SUPPORT

Whenever the command for establishing a crowd control formation contains the phrase, in support, without modification, it means that the support element is to remain in general support.

The command for forming a platoon line with two squads in general support is "Platoon as skirmishers, second and third squads in support, move." The first and fourth squads execute the line, while the second and third squads remain in the column. The number

two man of the fourth squad is the base man for the formation.

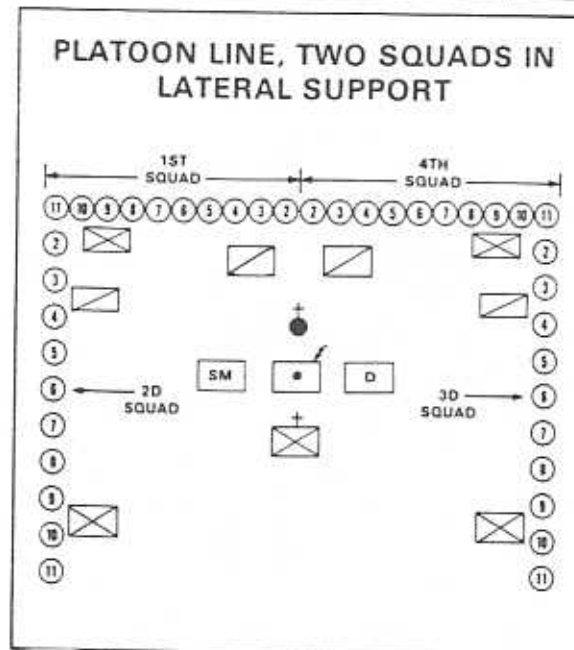
To assemble a platoon with two squads in general support, the procedure is the same as for the platoon line, except the second and third squads do a counter-column. The fourth squad then dresses to the right of the third squad, and the first squad dresses to the left of the second squad.





## ANNEX A

### APPENDIX 7 (PLATOON FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)



**PLATOON LINE WITH LATERAL SUPPORT**

The command for forming a platoon line with two squads in lateral support is "Platoon as skirmishers, second and third squads in lateral support, move." The fourth and first squads execute the line as before, and the second and third squads stand fast. After the line has been formed, the squad leaders of the second and third squads command, "Follow me."

The second and third squads move out to their respective flanks. The second squad forms a column behind the last man on the line to the left. The third squad forms a column behind the last man on the line to the right.

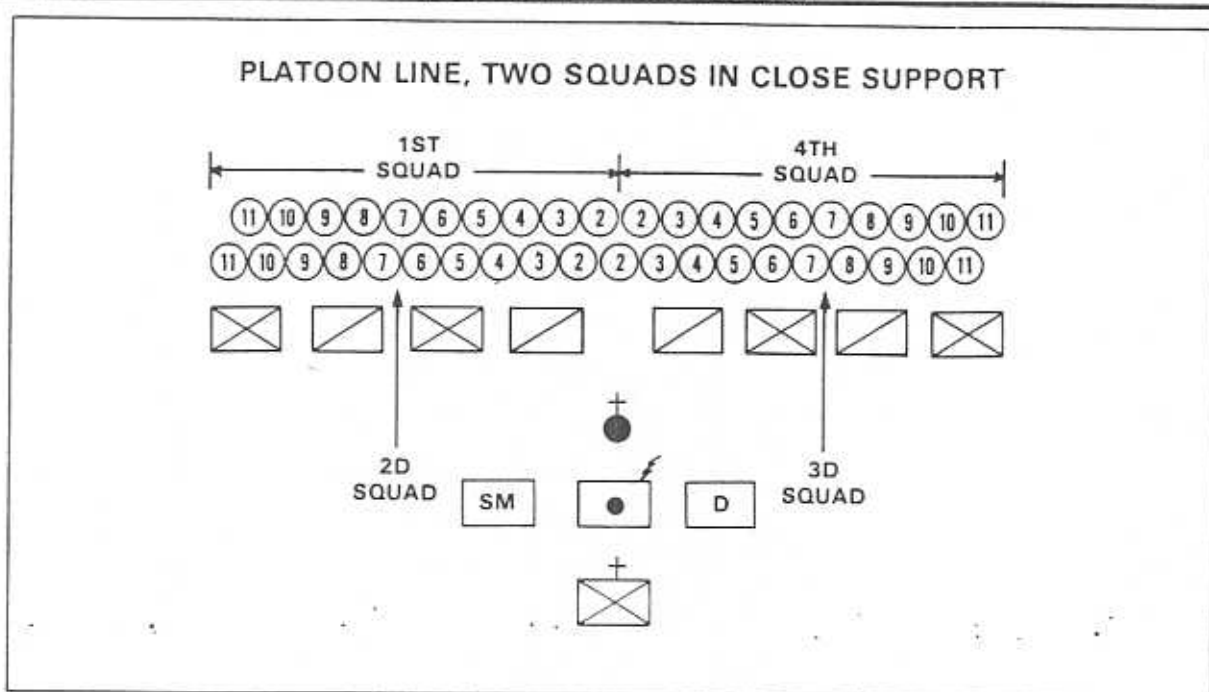
The second and third squads may be moved from general support to lateral support at any time by the platoon leader. He commands, "Second and third squads, lateral support, move." To have the second and third squads join the line from either

support position, the platoon leader commands, "Second and third squads, extend the line, move." The second and third squad leaders command, "Follow me." On the execution command, the squads set up individual lines, closing and dressing on the existing line.

To assemble the platoon from a platoon line with lateral support is the same as for the platoon line, except the number two men of the second and third squads do a right face and a left face, respectively, toward their squad leaders. On the execution command, the fourth and third squads move to the point designated by the platoon leader. As the fourth and third squads clear the formation, the first and second squads move.

## ANNEX A

### APPENDIX 7 (PLATOON FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)



#### PLATOON LINE WITH CLOSE SUPPORT

The command for forming a platoon line with two squads in close support is "Platoon as skirmishers, second and third squads in close support, move."

The first and fourth squads execute a line as before. The second and third squads execute a second line to the rear of the first line and close in on the first line.

The men in the supporting line cover the intervals between men in the first line. To do this, the squad leaders of the second and third squads command, "Stand fast."

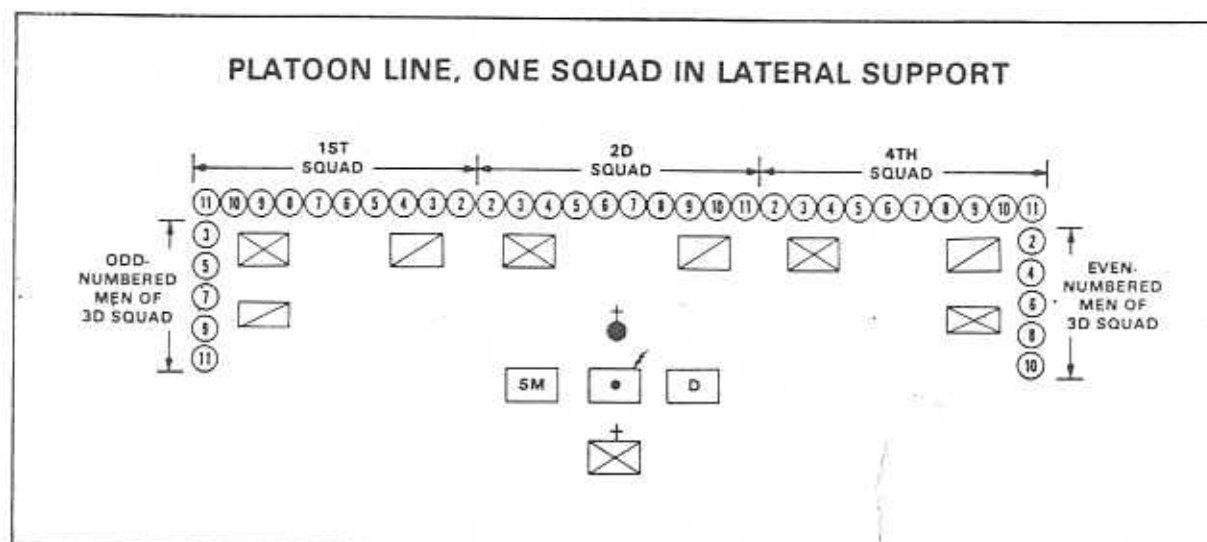
After the first and fourth squads are in position, the second and third squads form a line as indicated.

To assemble the support squads from any position to general support, the platoon leader commands, "Second and third squads in support, move." The second and third squads then return to a column behind the line formed by the other two squads.

APPENDIX 7 (PLATOON FORMATIONS) TO ANNEX A  
(RIOT CONTROL FORMATIONS)

The command for forming a platoon line with one squad in support is "Platoon as skirmishers, third squad in support, move." The second squad moves out and executes a squad line right. The first and fourth squads form lines on the second squad to the left and the right, respectively. The third squad remains in column formation. The support squad may be used in lateral support on one or both sides of the formation. It also can be used in close support of any segment of the formation.

To assemble the platoon, the commander takes his position as before. On the execution command, the third squad does a counter-column. The fourth squad moves and dresses to the right of the third squad. The first and second squads then move and dress to the left of the third squad. When the third squad is in lateral support, the commander assembles the third squad first. He then assembles the fourth, second, and first squads as before. The same procedure applies when the third squad is in close support.



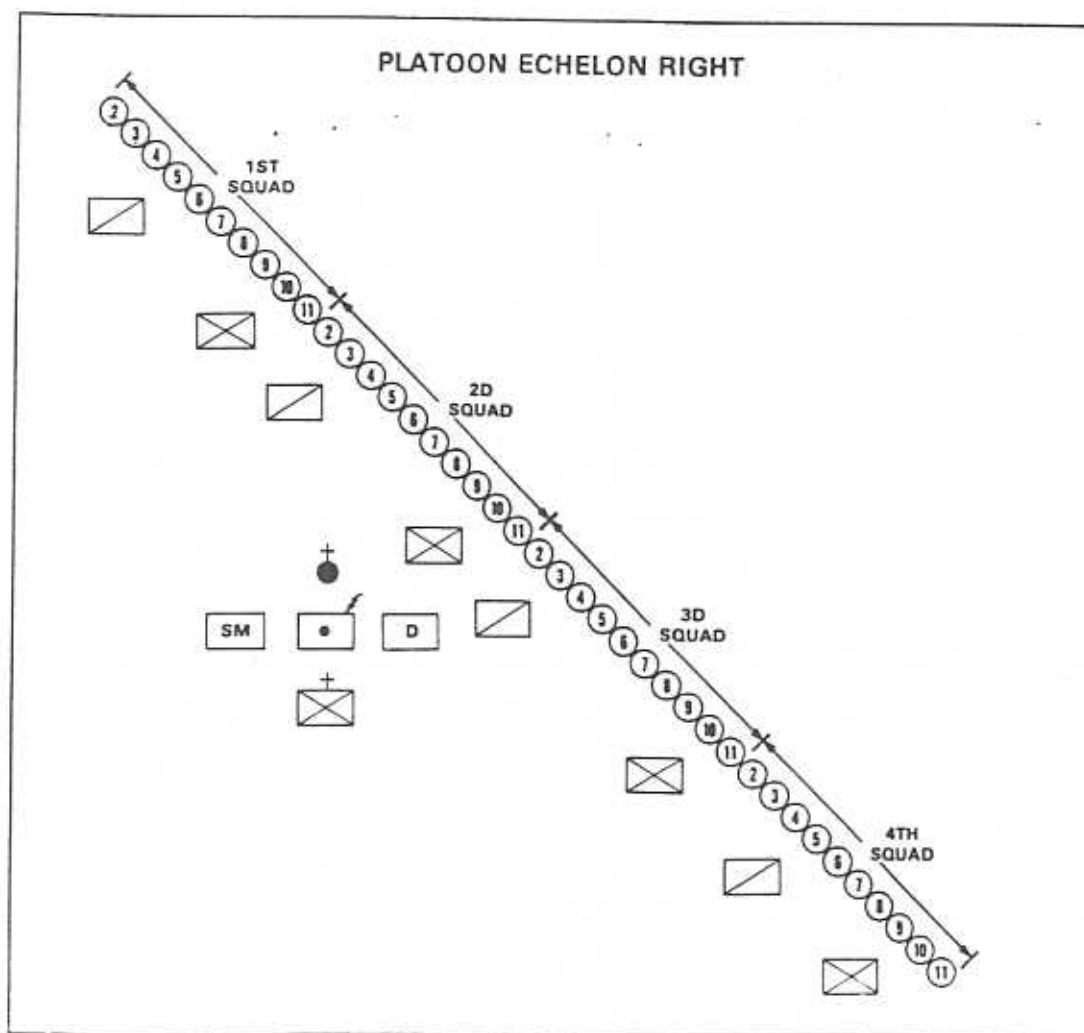
## ANNEX A

### APPENDIX 7 (PLATOON FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### PLATOON ECHELON RIGHT

The command for forming a platoon echelon right is "Platoon echelon right, move." After the platoon leader's preparatory command, the squad leader of the first squad commands, "Follow me." The squad leaders of the second, third, and fourth squads command, "Stand fast." On the execution command, the first squad moves out and executes an echelon right at the location designated by the platoon leader. As each squad clears the column, the next successive squad moves out and extends the echelon that has been formed.

To assemble, the platoon, the commander takes his position to the rear of the formation with the platoon HQ. On the preparatory command, "Platoon assemble," all squad leaders go to their number two men and face the platoon leader. The number two man of the first squad does an about-face. The number two men of the second, third, and fourth squads do a left face. All other platoon members do a half left face. On the command, "Move," the first squad moves first, then the second squad, third squad, and fourth squad. Each squad dresses as it reaches the column formation.



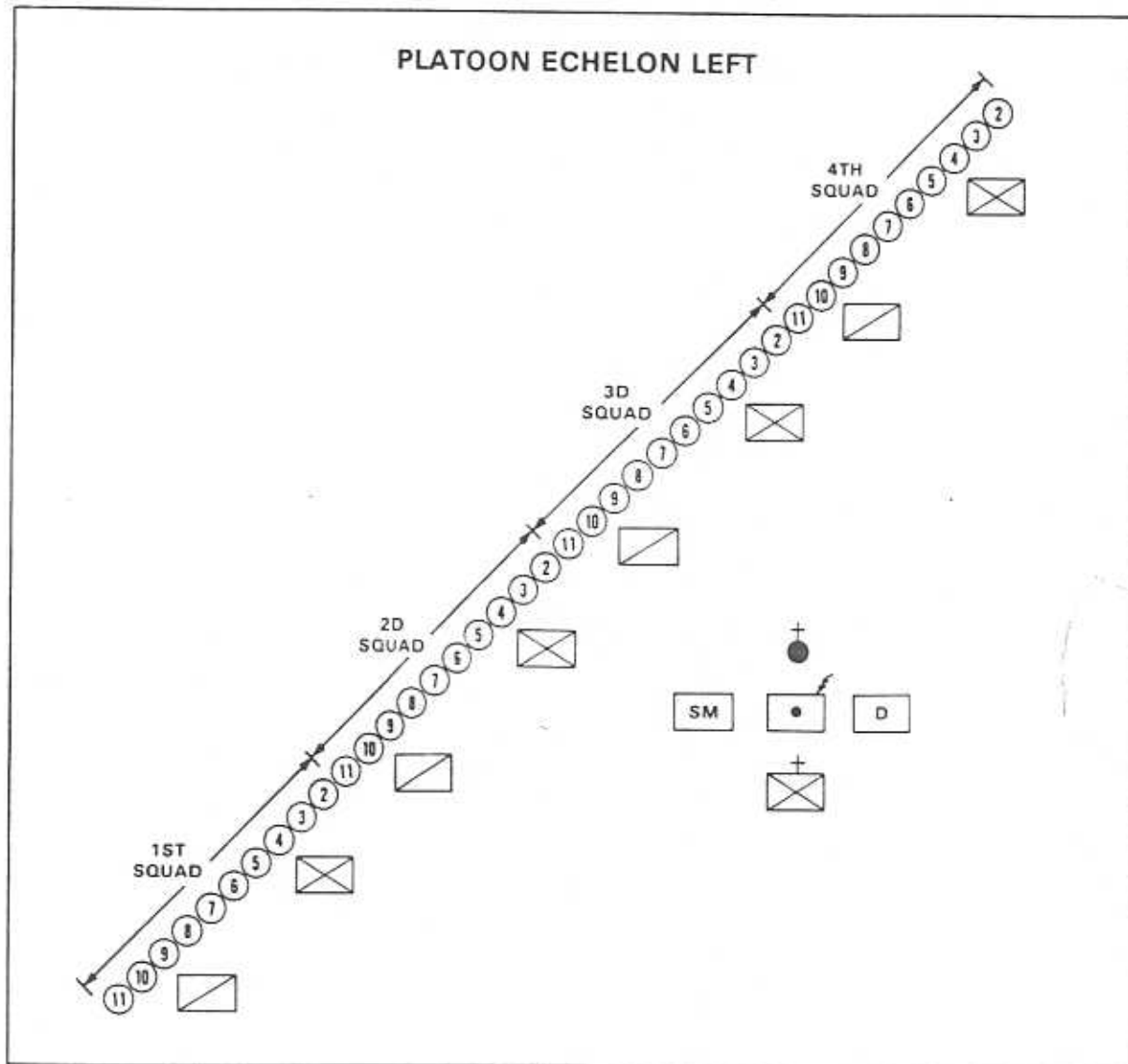
## ANNEX A

### APPENDIX 7 (PLATOON FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### PLATOON ECHELON LEFT

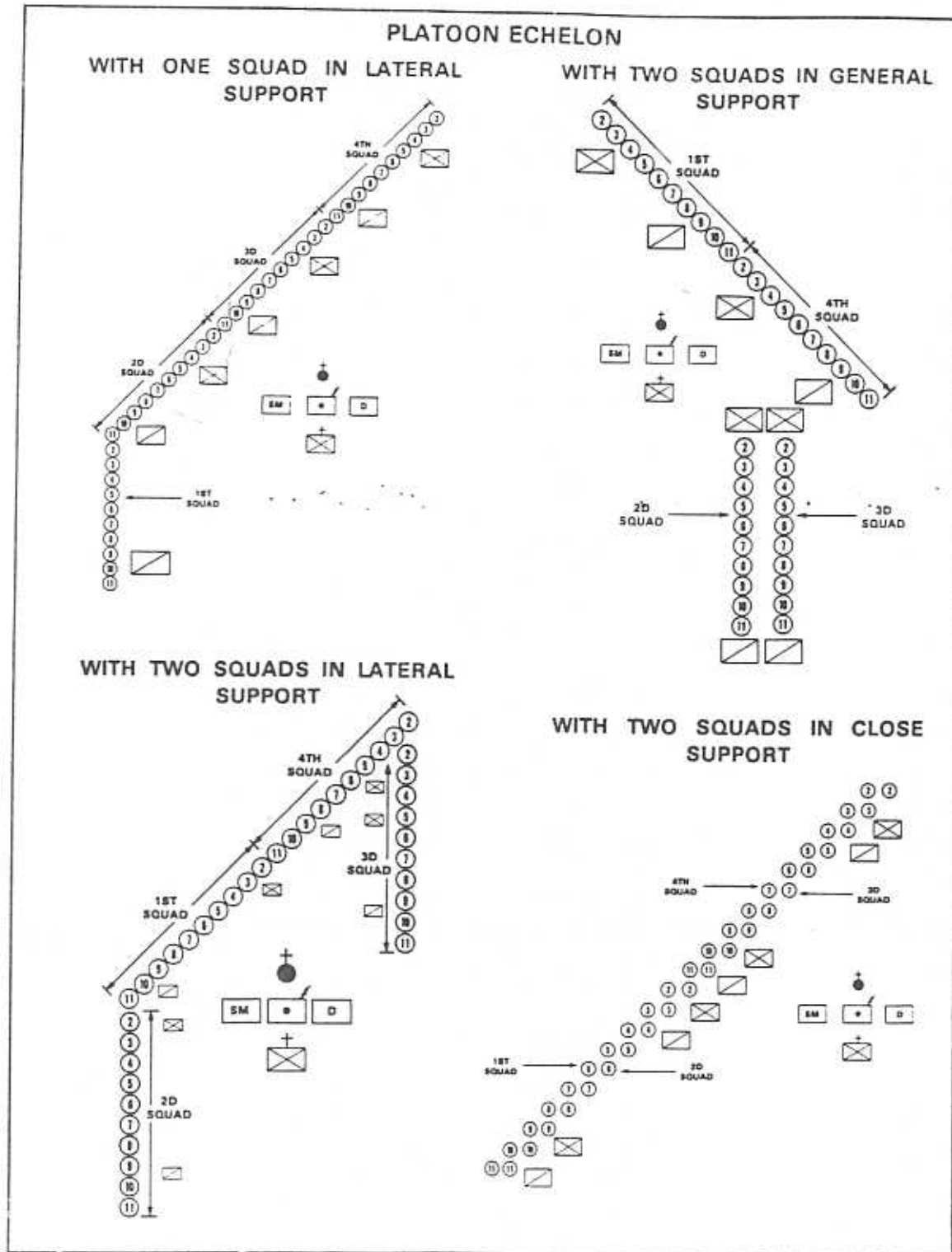
The command for forming a platoon echelon left is, "Platoon echelon left, move." The platoon echelon left is formed in the same manner as the echelon right, but in reverse order. The fourth squad is the base squad and the other remaining squads extend the echelon in reverse sequence.

Assembly of the echelon left formation is the reverse of the echelon right. The fourth squad assembles first, followed by the third, second, and first squads.



# ANNEX A

## APPENDIX 7 (PLATOON FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)



APPENDIX 7 (PLATOON FORMATIONS) TO ANNEX A  
(RIOT CONTROL FORMATIONS)

The command for forming the platoon wedge is, "Platoon wedge, move." After the platoon leader's preparatory command, the squad leaders of the first and fourth squads command, "Follow me." At the same time, the squad leaders of the first and fourth squads command, "Stand fast." On the platoon leader's execution command, the first and fourth squads move directly to the front. When the last men of the first and fourth squads clear the second and third squads, the squad leaders of the second and third squads command, "Follow me," and move out to the left and right respectively. The number two man of the fourth squad is the base man for the formation. The fourth squad executes an echelon right. The first squad executes an echelon left on the base man. The second squad forms an echelon left on the last man of the first squad. The third squad forms an echelon right on the last man of the fourth squad, completing the wedge formation.

### PLATOON WEDGE

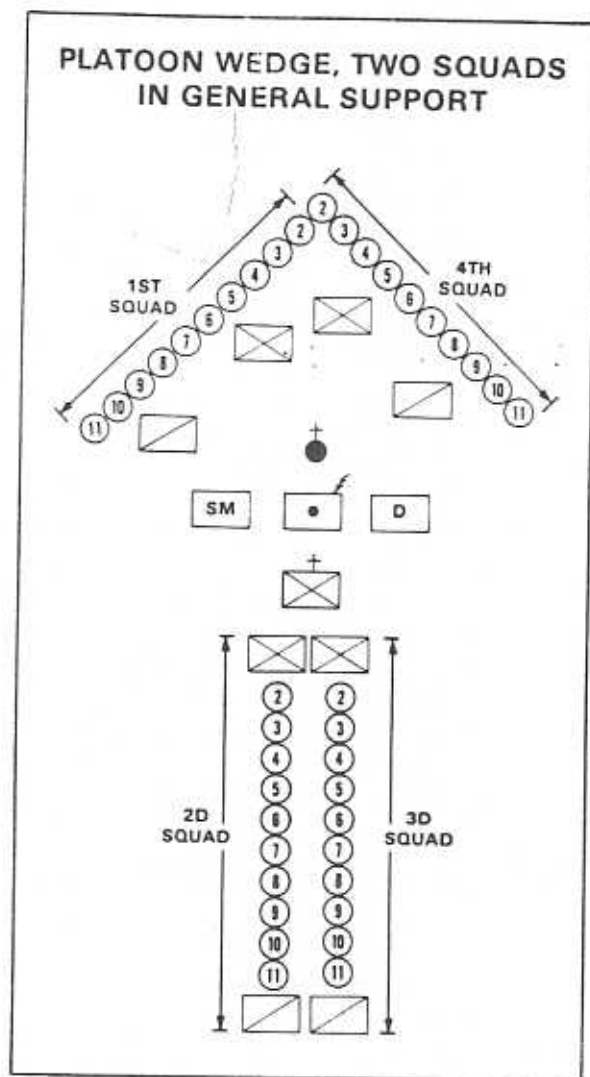
The diagram illustrates a Platoon Wedge formation. It features four squads: 1st Squad (top left), 2nd Squad (bottom left), 3rd Squad (bottom right), and 4th Squad (top right). Each squad is represented by a line of 11 numbered circles (1-11) indicating the sequence of personnel. The formation is triangular, with the 1st and 4th squads at the top and the 2nd and 3rd squads at the bottom. Various symbols are placed within the formation, including squares with an 'X', a square with a dot, a square with a cross, and a square with a diagonal line. A central square contains the letters 'SM' and 'D'. Arrows indicate the direction of movement or flow within the formation.

## ANNEX A

### APPENDIX 7 (PLATOON FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### PLATOON WEDGE WITH GENERAL SUPPORT

The command for forming a platoon wedge with two squads in support is, "Platoon wedge, second and third squads in support, move." The first and fourth squads execute the wedge while the second and third squads remain in column formation.





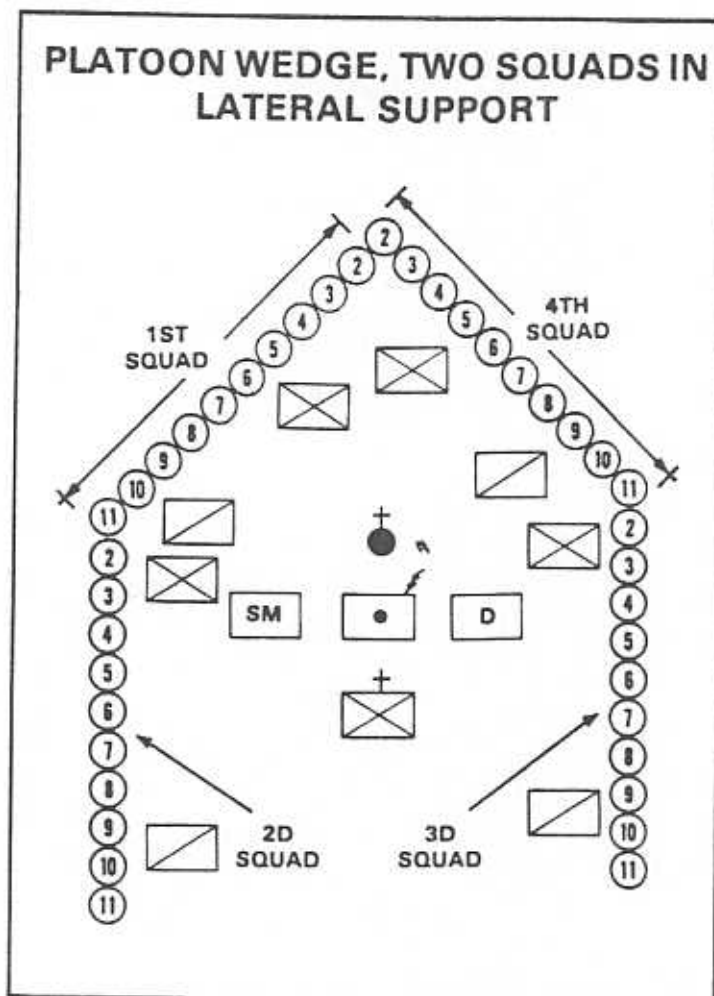
## ANNEX A

### APPENDIX 7 (PLATOON FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### PLATOON WEDGE WITH LATERAL SUPPORT

The command for forming a platoon wedge with lateral support is, "Platoon wedge, second and third squads in lateral support, move." The first and fourth squads execute the wedge while the second and third squads stand fast. After the first and fourth squads have cleared the column, the second and third squad leaders command, "Follow me," and move to the left and right respectively. The second squad forms in column behind the last man of the first squad. The third squad forms in column behind the last man of the fourth squad.

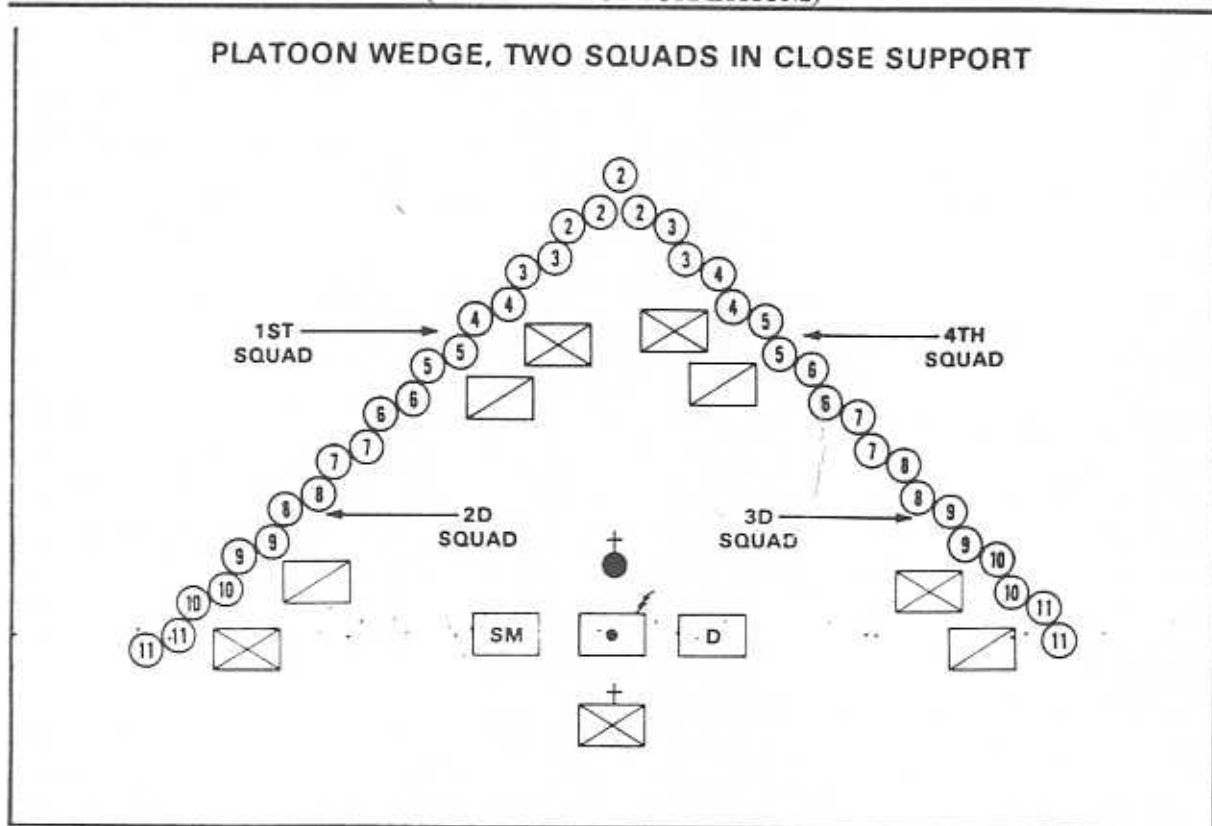
To move the second and third squads from general support to lateral support, the platoon leader commands, "Second and third squads, lateral support, move." To have the second and third squads join the wedge from either the general or lateral support, the platoon leader commands, "Second and third squads, extend the wedge, move." The second and third squad leaders command, "Follow me," and move out to the left and right respectively, to extend the wedge on the first and fourth squads.



## ANNEX A

### APPENDIX 7 (PLATOON FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### PLATOON WEDGE, TWO SQUADS IN CLOSE SUPPORT



#### PLATOON WEDGE WITH CLOSE SUPPORT

The command for forming a platoon wedge with two squads in general support is, "Platoon wedge, second and third squads in close support, move." The first and fourth squads execute a wedge. The second and third squads also execute a wedge and close in on the leading wedge. The men in the supporting wedge cover the intervals between men in the leading wedge. To do this, the squad leaders of the second and third squads command, "Stand fast." After the first and fourth squads are in position, the second and third squads then form a second wedge.

To assemble the support squads from any position to general support, the platoon leader commands, "Second and third squads in support, move." The second and third squads then form a column behind the wedge formed by the other two squads.

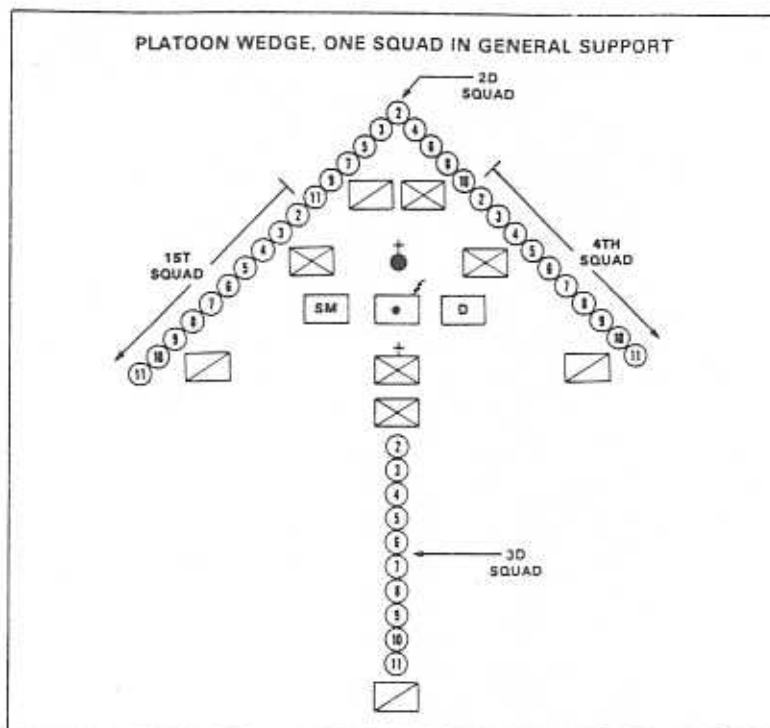
## ANNEX A

### APPENDIX 7 (PLATOON FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### PLATOON WEDGE WITH ONE SUPPORT SQUAD

The command for forming a platoon wedge with one squad in support is, "Platoon wedge, third squad in support, move." The second squad moves out and executes a squad wedge. The first and

fourth squads form echelons left and right respectively, on second squad. The third squad remains in the column formation.



#### FORMATION VARIATIONS

During crowd control operations, the platoon leader may rotate his squads in the lead elements of the formation to give the squads a rest. He is not limited to using only those squads specified in the preceding examples as the lead elements of the formations. By changing his preparatory command, he may choose other squads to lead his unit. If he wants the first and third squads to lead his platoon wedge, he issues the command, "Platoon wedge, second and fourth squads in support, move." By designating the support squad or squads in the

preparatory command, the platoon leader tells the remaining squads that they will lead the formation. The number two man of the third squad becomes the base man.

The platoon leader also may relieve squads in the lead element by forming the same formation with the support squads. The support element then passes through the lead element. This procedure is often necessary when protective masks are donned for riot control agent employment.

## ANNEX A

### APPENDIX 7 (PLATOON FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### THREE-SQUAD PLATOON FORMATIONS

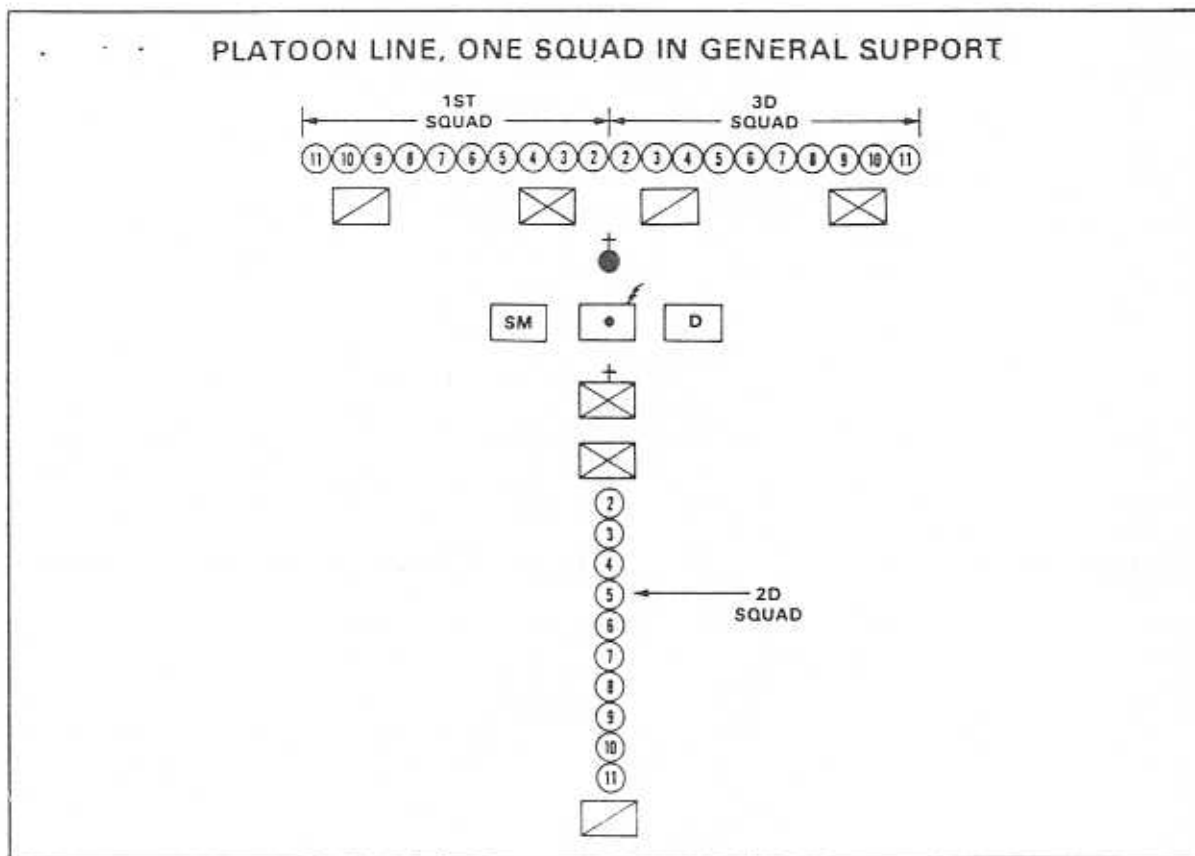
The execution of crowd control formations using a three-squad platoon is essentially the same as a four-squad platoon. The exceptions are that-

- \* The first and third squads usually are used as lead element in all formations in which one squad provides general support or lateral support.

- \* The second squad is the base squad in a platoon line when all three squads are committed to the lead element.

- \* The support squad, usually the second squad, may be held in general support in single column or in column of two's.

The command for forming a platoon formation with one squad in support in a single column is, "Platoon as skirmishers (echelon right, echelon left, or wedge), second squad in support, move." The first and third squads execute the formation while the second squad remains in column formation.



## ANNEX A

### APPENDIX 7 (PLATOON FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

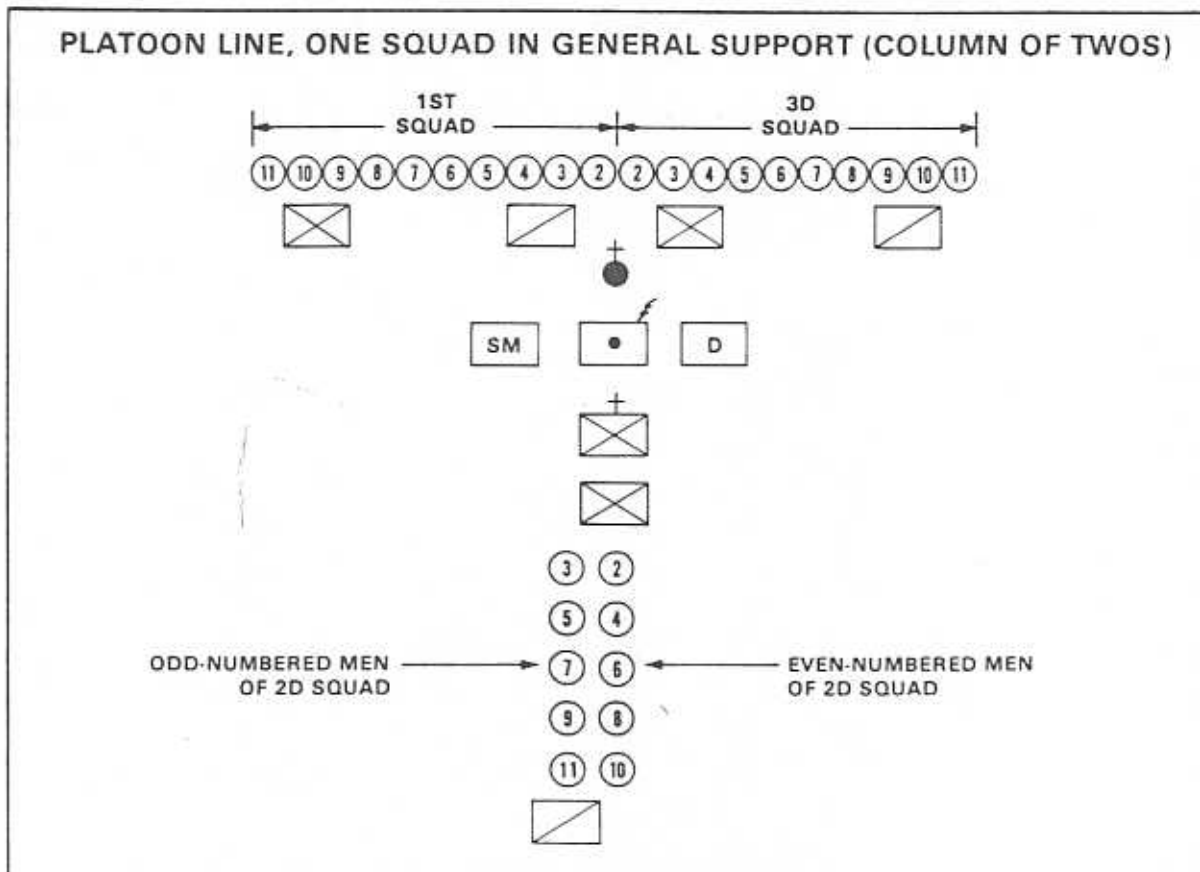
#### PLATOON LINE, ONE SQUAD IN GENERAL SUPPORT (COLUMN OF TWOS)

The command for forming a platoon formation with one squad in general support in a column of twos is, "Platoon as skirmishers (echelon right, echelon left, or wedge), second squad in support in columns of twos, move." The first and third squads execute the formation. The second squad at the command of its squad leader, executes a column of twos to the right.

When the support squad moves to either lateral support or to extend the existing formation, the

even-numbered men move to the right, and the odd-numbered men move to the left. They execute these movements in the same manner as the support squads for a four-squad platoon. The squad leader usually controls the even-numbered men, the assistant squad leader controls the odd-numbered men.

A three-squad platoon is assembled in the same manner as a four-squad platoon.





## ANNEX A

### APPENDIX 8 (COMPANY FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### COMPANY FORMATIONS

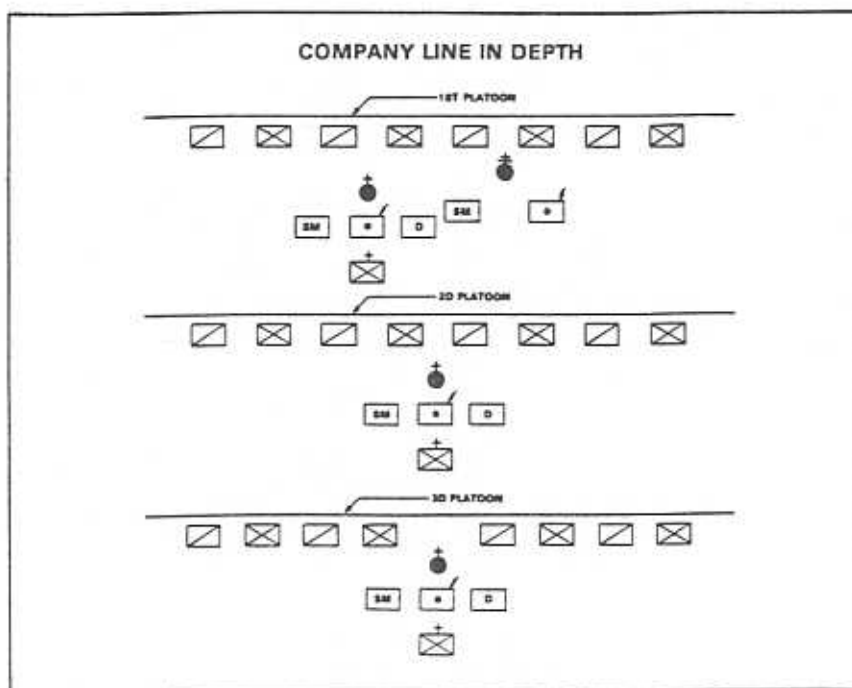
When a company commander orders his company into crowd control formations from a column, he moves to the left or the right near the head of the column so he can be seen by the platoon leaders. He then faces the company. As he gives his preparatory command, he points to where he wants the formation. If he does not indicate a location, the company forms immediately in front of the lead platoon.

#### COMPANY LINE IN DEPTH

The command for forming a company line in depth is, "Company as skirmishers in depth, move." After the company commander's preparatory command, each platoon leader gives the command, "Platoon as skirmishers." The squad leaders follow their respective commands to their squads to form the platoon line. On the execution command, each platoon establishes a platoon line immediately to its front.

If the company commander wants a more formidable formation, he commands, "Second platoon, close support, move." The second platoon moves forward and covers the intervals between the men of the lead platoon. The second platoon automatically assumes the same weapons position being used by the lead platoon, usually the on-guard position. The platoon leader of the third platoon then moves his platoon forward to occupy the position formerly held by the second platoon.

If the third platoon is called on to support the company line, it moves forward and takes up a position directly behind the second platoon. The men of the third platoon hold their weapons at safe port. Platoon and squad leaders and their assistants help each other in controlling the company.

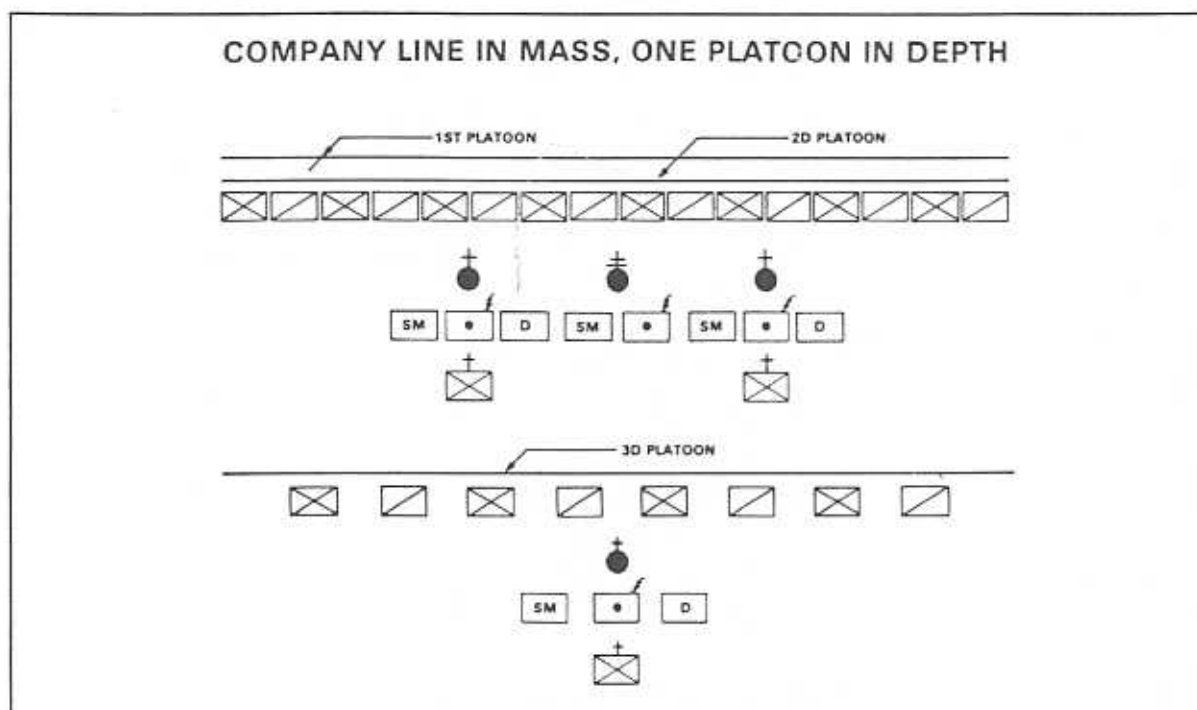
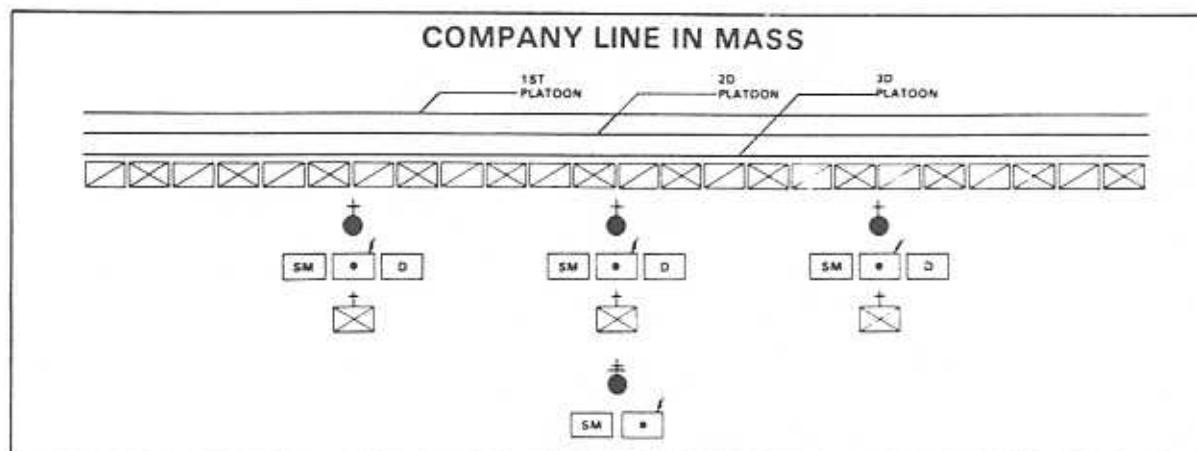


## ANNEX A

### APPENDIX 8 (COMPANY FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### COMPANY LINE IN MASS

The command for forming a company line in mass is, "Company as skirmishers in mass, move." The company line in mass is the same as a company line with both platoons in close support. Instead of forming it in stages, the company commander indicates his desire for this formation in his initial command. The platoons each form a line, and the second and third platoons close on the first platoon without further commands.



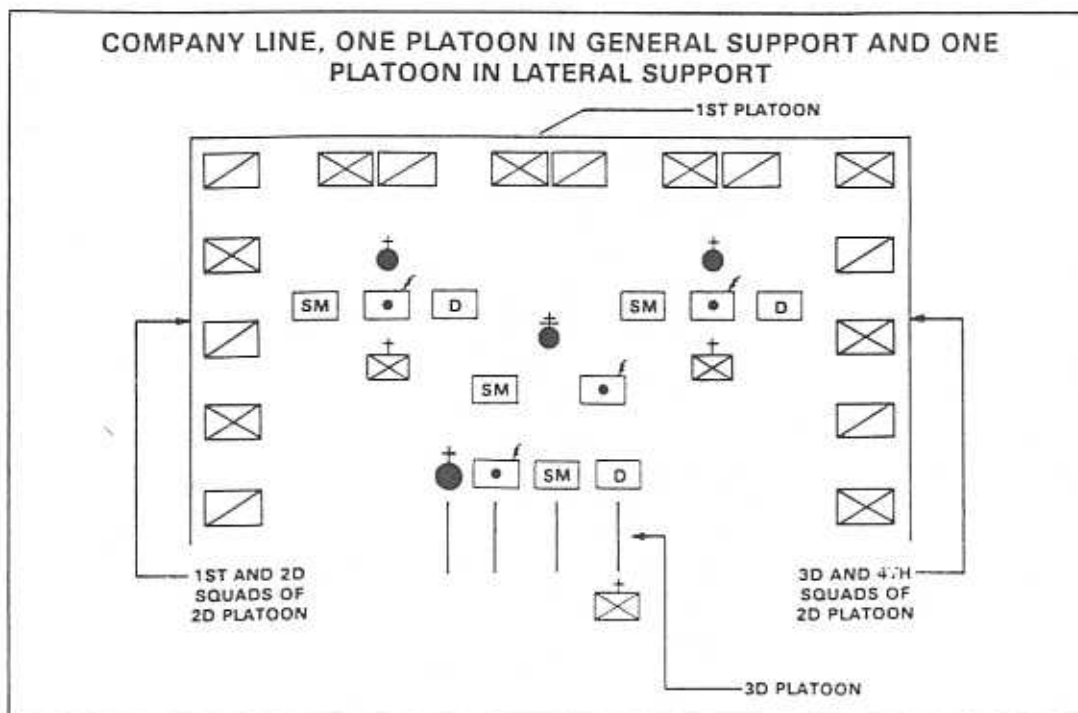
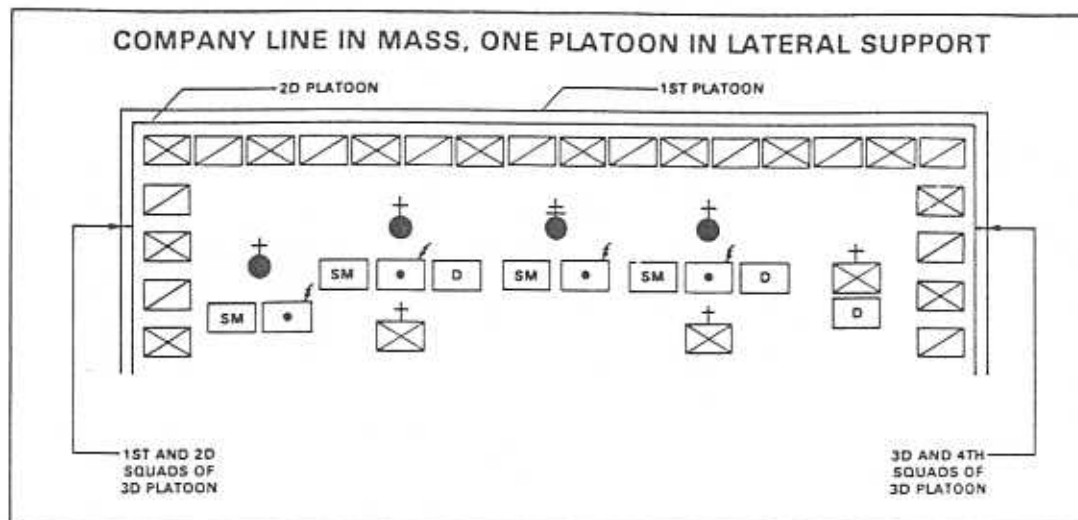


## ANNEX A

APPENDIX 8 (COMPANY FORMATIONS) TO ANNEX A  
(RIOT CONTROL FORMATIONS)

## COMPANY LINE IN SUPPORT

In company formations, the first platoon usually forms the lead element and the second and third platoons provide support. The support platoons can be employed in the same manner as the support squads in platoon formations. One platoon can be relieved from the lead element by another platoon while in formation by having a support platoon pass through the lead platoon.



## ANNEX A

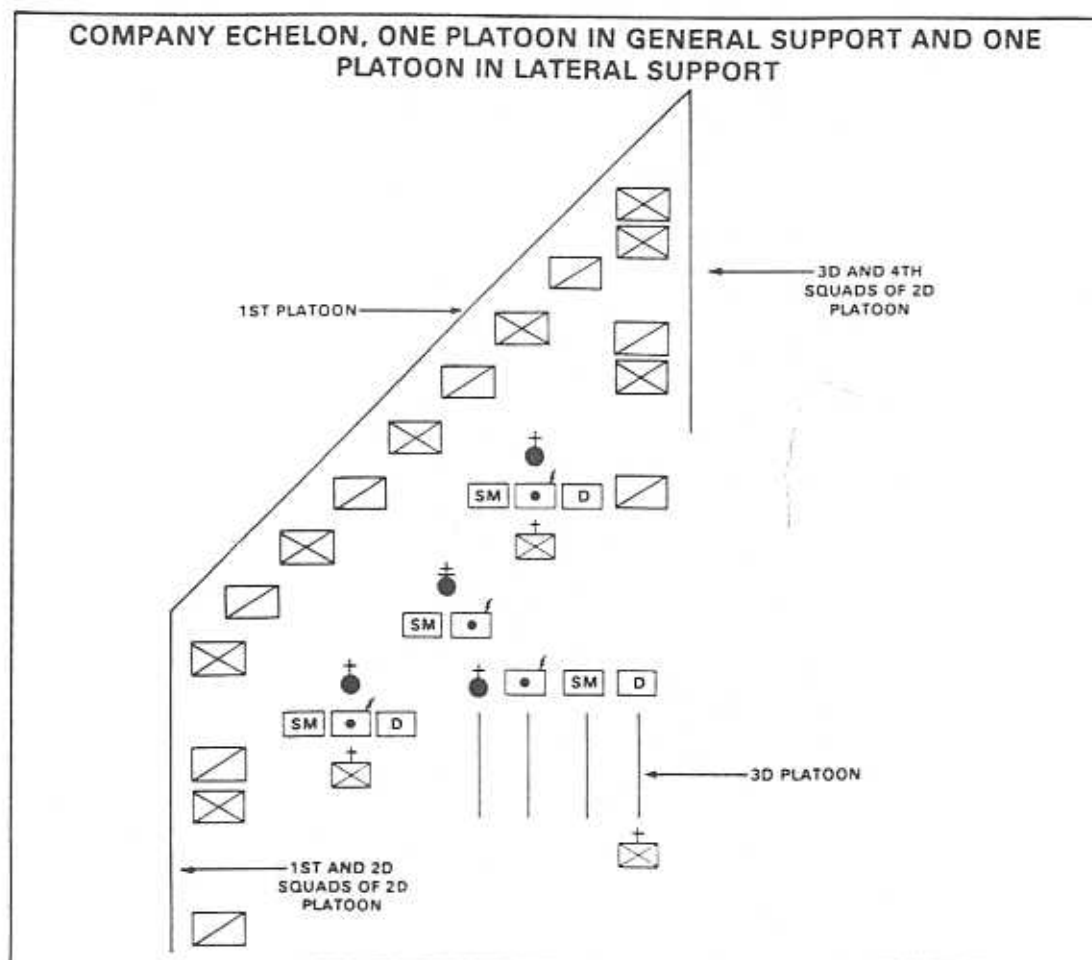
### APPENDIX 8 (COMPANY FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### COMPANY ECHELONS AND WEDGE

Company echelons and the company wedge are formed in the same manner and with the same variations as the company line.

A company assembles from a crowd control formation the same way a platoon or a squad does. However, due to the size of company formations, the commander must consider the area that the company is operating in when he assembles the company. If he follows the guidelines of platoon assembly, he will have no difficulty. When assembling the company, the commander takes a position to the rear of the formation and

commands, "Company assemble." The platoon leaders take charge of their respective platoons. Usually, the third platoon assembles first, just behind the formation. After the third platoon is assembled, the second platoon assembles in front of the third platoon. Then the first platoon assembles in front of the second platoon. All platoons assemble facing the commander. The second and third platoons then dress on the first platoon. As each platoon is assembled, they are ordered to port arms by the platoon leader to await further orders from the commander. If four platoons are used, the fourth platoon assembles first.



## ANNEX A

### APPENDIX 8 (COMPANY FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)

#### COMPANY FORMATIONS WITH VEHICLES

The commands for vehicles and foot troops are the same as for foot troops alone. Because of the additional noise and distances involved, the company commander gives the arm and hand signal for the line. The command and the signal apply to the lead platoon only. The other platoons remain in general support until further directed.

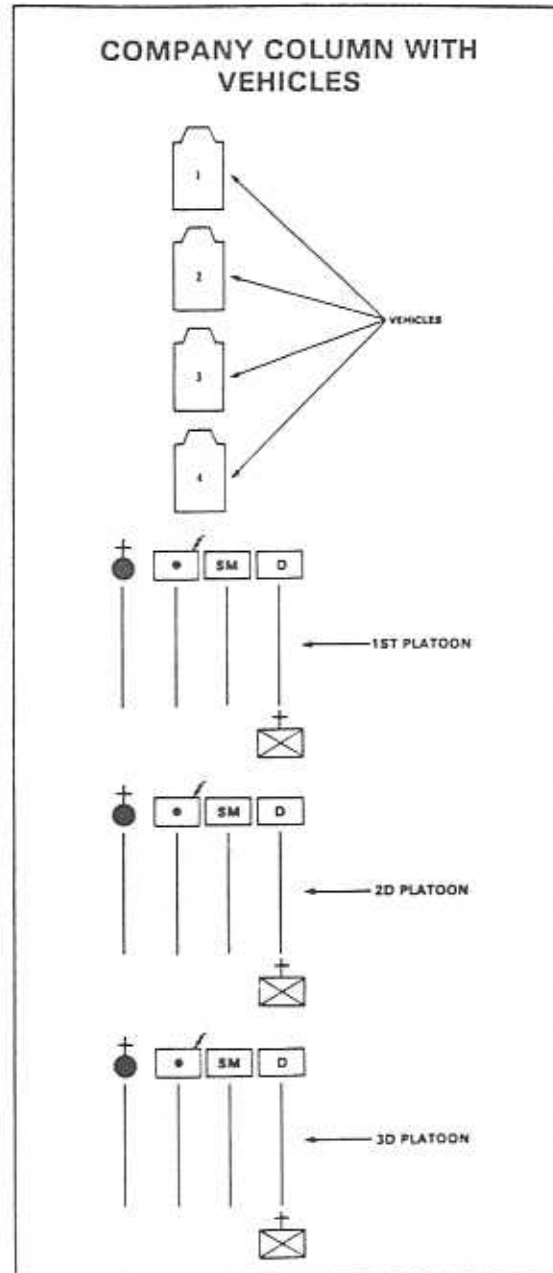
The motor section moves out first. The number two vehicle, moving to the right, passes the lead vehicle and establishes the position for the center of the line.

At the same time, the third and fourth vehicles swing out to the left and right respectively. They form to the left and right and slightly to the rear of the number two vehicle. The first and fourth squads of the lead platoon then move forward and form lines to the left and right, respectively, on the front end of the number two vehicle. As soon as the troops are in position, the third and fourth vehicles close in on the squads and tighten the formation. The second and third squads of the lead platoon then form a line to the left and right of the third and fourth vehicles to complete the company line. The commander (number one) vehicle takes up a position behind the line where the commander can direct and control the unit. The second and third platoons move forward and are used in general, lateral, or close support. In some instances, the foot troops may move into position first, and the vehicles join the formation as needed.

To form company echelons or a company wedge with vehicles, the company follows the same procedures used for company formations without vehicles. Vehicles are moved into appropriate positions using procedures similar to those used for a company line.

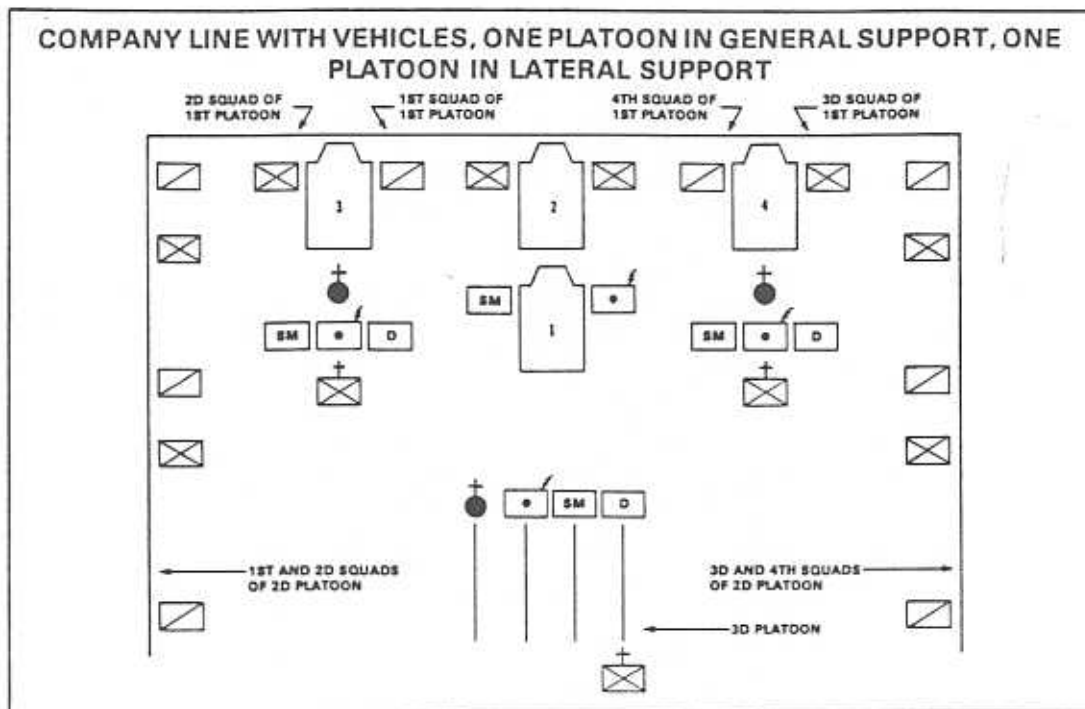
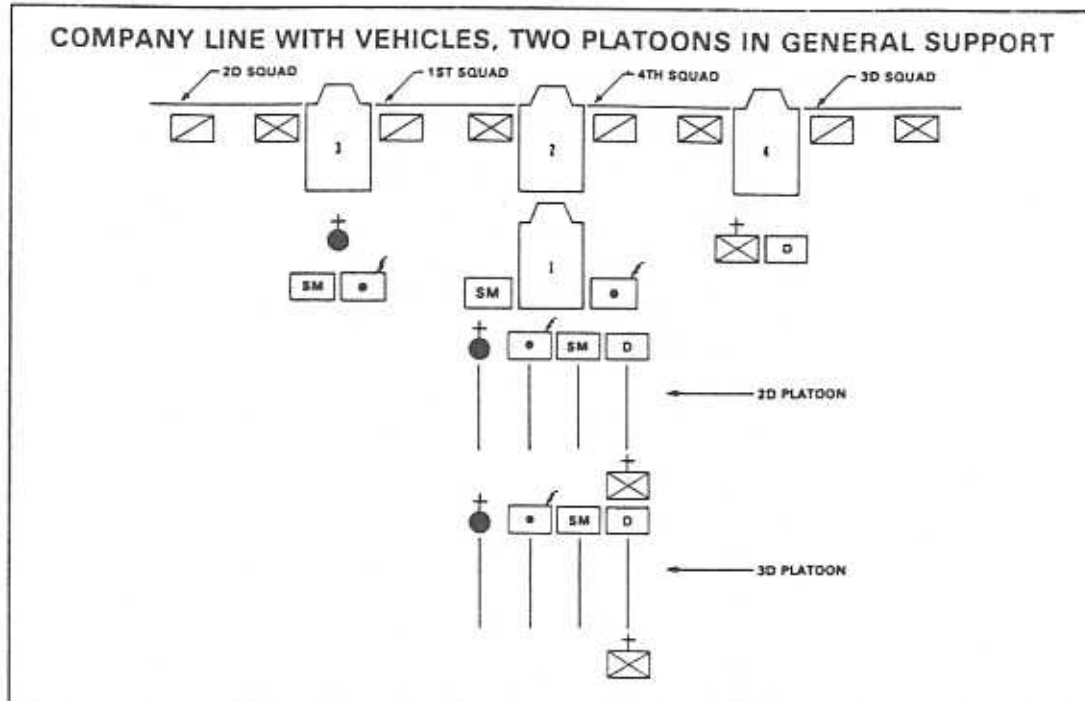
To assemble troops and vehicles, the command vehicle moves to a position behind the formation. The commander faces the formation and gives the vehicle section the hand signal for assembly. Immediately, the vehicles return to their proper

positions in column behind the command vehicle while the troops stand fast. The second in command then assembles the troops in the usual manner.



## ANNEX A

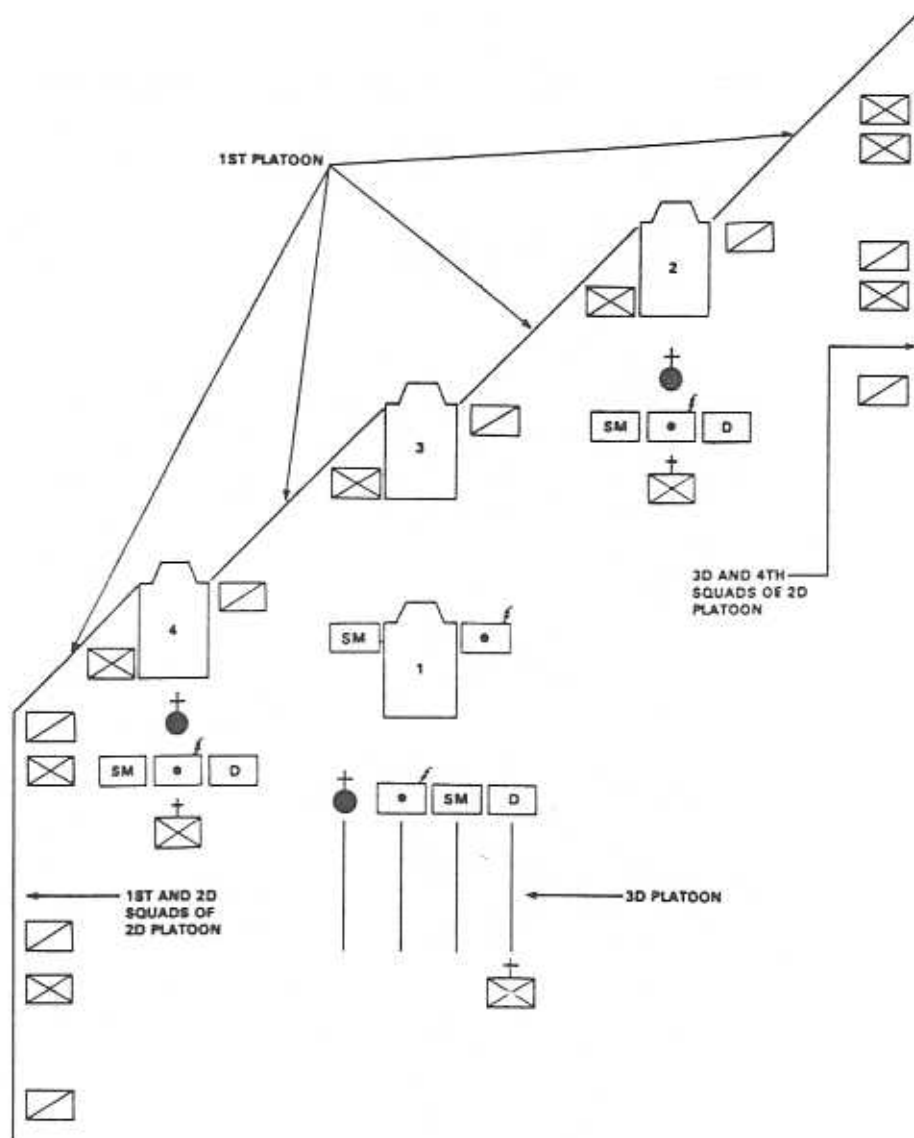
### APPENDIX 8 (COMPANY FORMATIONS) TO ANNEX A (RIOT CONTROL FORMATIONS)



ANNEX A

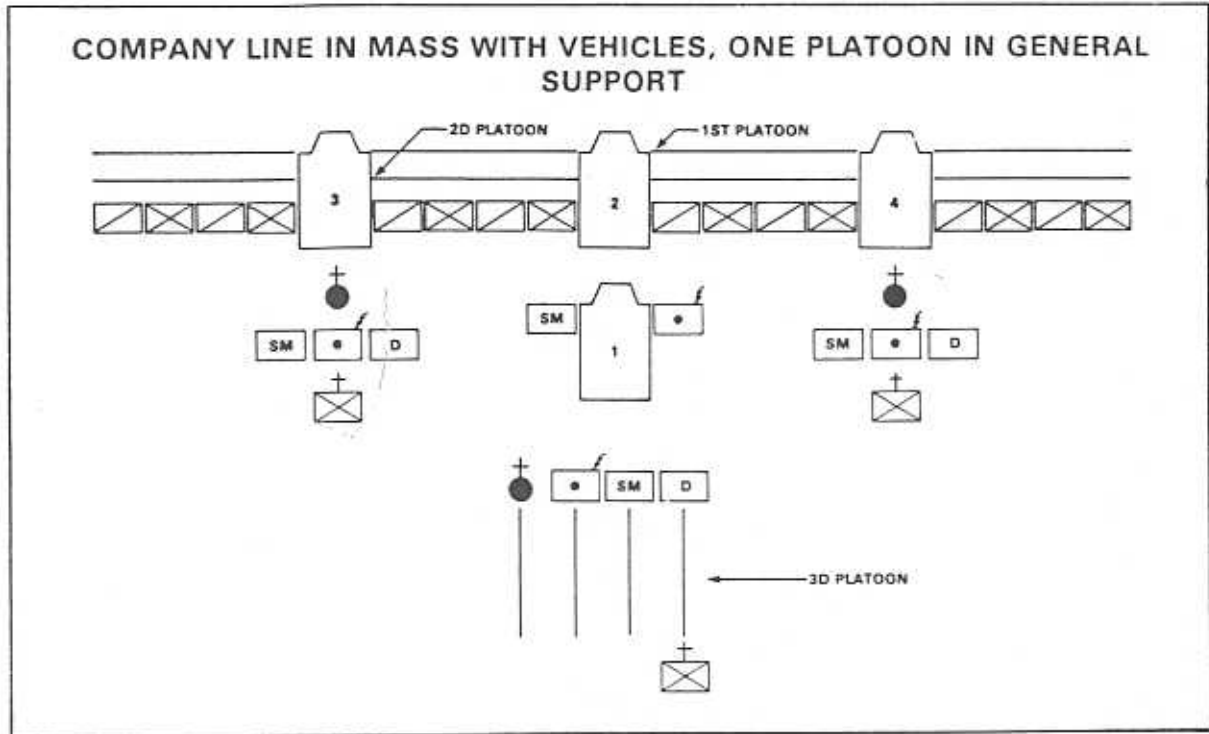
APPENDIX 8 (COMPANY FORMATIONS) TO ANNEX A  
(RIOT CONTROL FORMATIONS)

COMPANY ECHELON WITH VEHICLES, ONE PLATOON IN GENERAL  
SUPPORT, ONE PLATOON IN LATERAL SUPPORT



ANNEX A

APPENDIX 8 (COMPANY FORMATIONS) TO ANNEX A  
(RIOT CONTROL FORMATIONS)



## ANNEX B

### APPENDIX 1 (PLANNING/EMPLOYMENT) TO ANNEX B (RIOT CONTROL AGENTS)

---

#### **Riot Control Agents**

Riot control agents or water can be used to distract, deter, or disable disorderly people. Usually their effects are temporary and disappear within minutes of exposure. The choice of whether to use a particular riot control agent or water in a given situation is based on the physical characteristics of the target area. Weather, especially wind, affects the employment of riot control agents and water.

Planning is essential for the successful use of riot control agents. The plans must be flexible to accommodate changes in the situation and the weather. Above all, strict accountability and control of the employment of riot control agents is a must. Riot control agents are employed only when the task force commander specifically authorizes their use. Employment must be strictly controlled. Every instance of employment must be duly reported.

Other planning factors are the cause, nature, and extent of a disturbance and the crowd's demeanor and intent.

Based on an analysis of these factors, the commander makes an estimate of the situation. The estimate must be as thorough as time permits. Using the estimate, the commander considers courses of action, selects riot control agents, and determines munitions needs. The main factors in choosing a course of action are the desired effects, the crowd's demeanor and intent, the weather, and the types of munitions available.

Plans also must address security of riot control agents during storage, transportation, and employment. The use of riot control agents must be coordinated with all crowd control forces. Leaders who supervise the employment of riot control agents should have wireless communication equipment.

Civil disturbance operations in cities often take place either on narrow streets or in park areas.

Standard control procedures do not work well in such instances. Wind direction, the size of the area, and the proximity of health facilities may preclude the use of large quantities of riot control agents. In such cases it may be necessary to use low concentrations to break a crowd into smaller groups.

The on-site commander obtains weather forecasts for the operational area. The forecasts must cover the times when dispersal operations will be performed. The commander evaluates the forecasts in conjunction with a map, a detailed reconnaissance, an aerial photograph or a mosaic study of the terrain in the operational area. Through his evaluation, he estimates the effects of a dispersal operation.

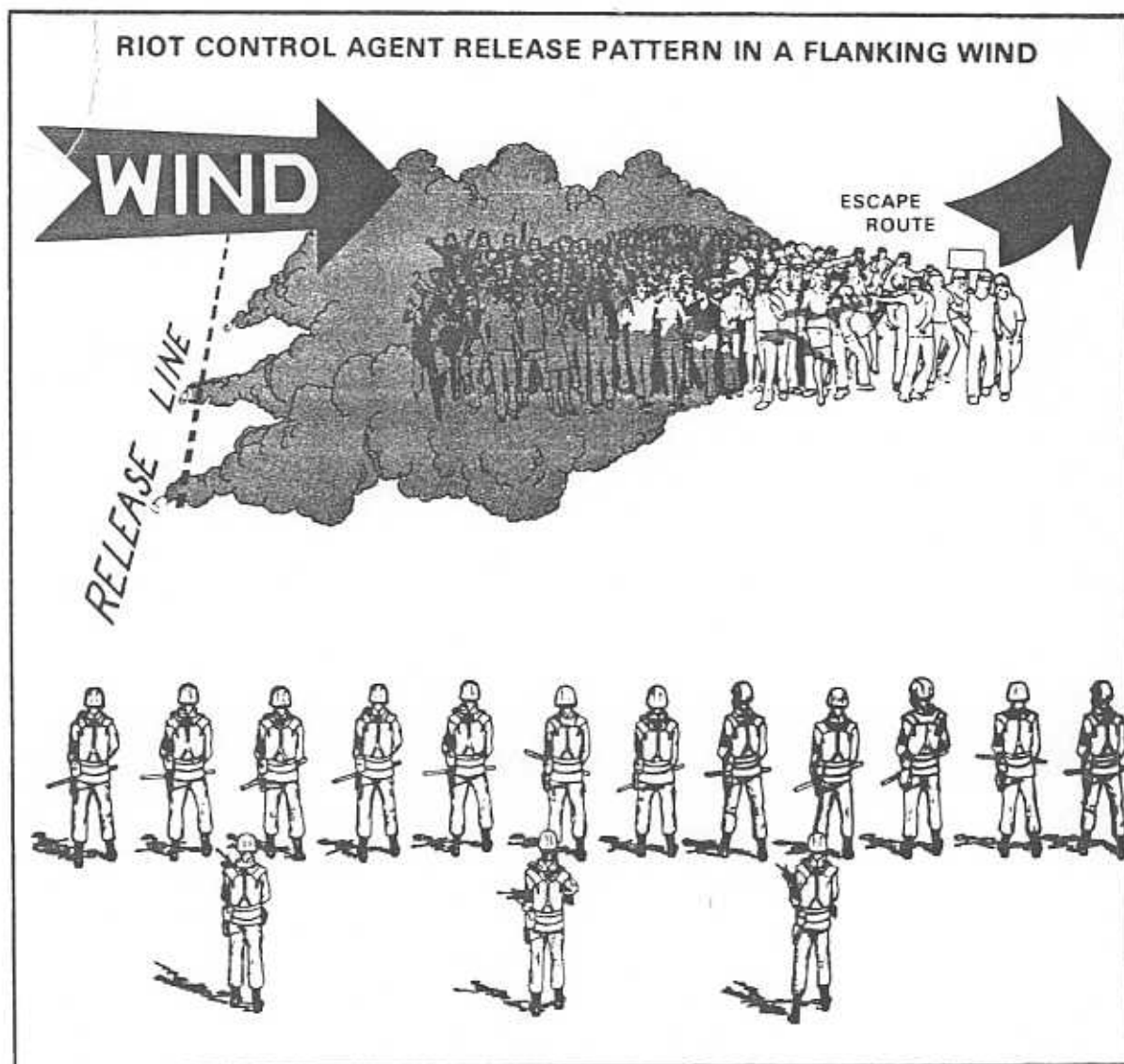
When dealing with large crowds, the control force's objective is to disperse the crowd and to move it in a specific direction, usually away from the disturbance area. Against large crowds, riot control agents usually are employed to cover the target area with a cloud of sufficient strength to produce decisive results. Once the proper concentration is reached, the control force must maintain that concentration until the crowd has been dispersed. When dispersers are used, the dispersal team maintains the concentration by moving the disperser along the release line at an even rate. They maintain the concentration by repeating the application as necessary.

## ANNEX B

### APPENDIX 1 (PLANNING/EMPLOYMENT) TO ANNEX B (RIOT CONTROL AGENTS)

The control force must have a follow-up plan for exploiting the advantage gained by employment of riot control agents. clear escape routes prevent panic and the melee that may result as the crowd scrambles

for an exit. Public address systems may be used to direct the crowd to the escape route. They also may be used to give first aid instructions. It may be necessary to move masked troops into the target area to disperse lingering groups, to prevent regrouping, or to prevent further illegal activity. During follow-up operations, troops must be ready to help unconscious or incapacitated people in the contaminated area.





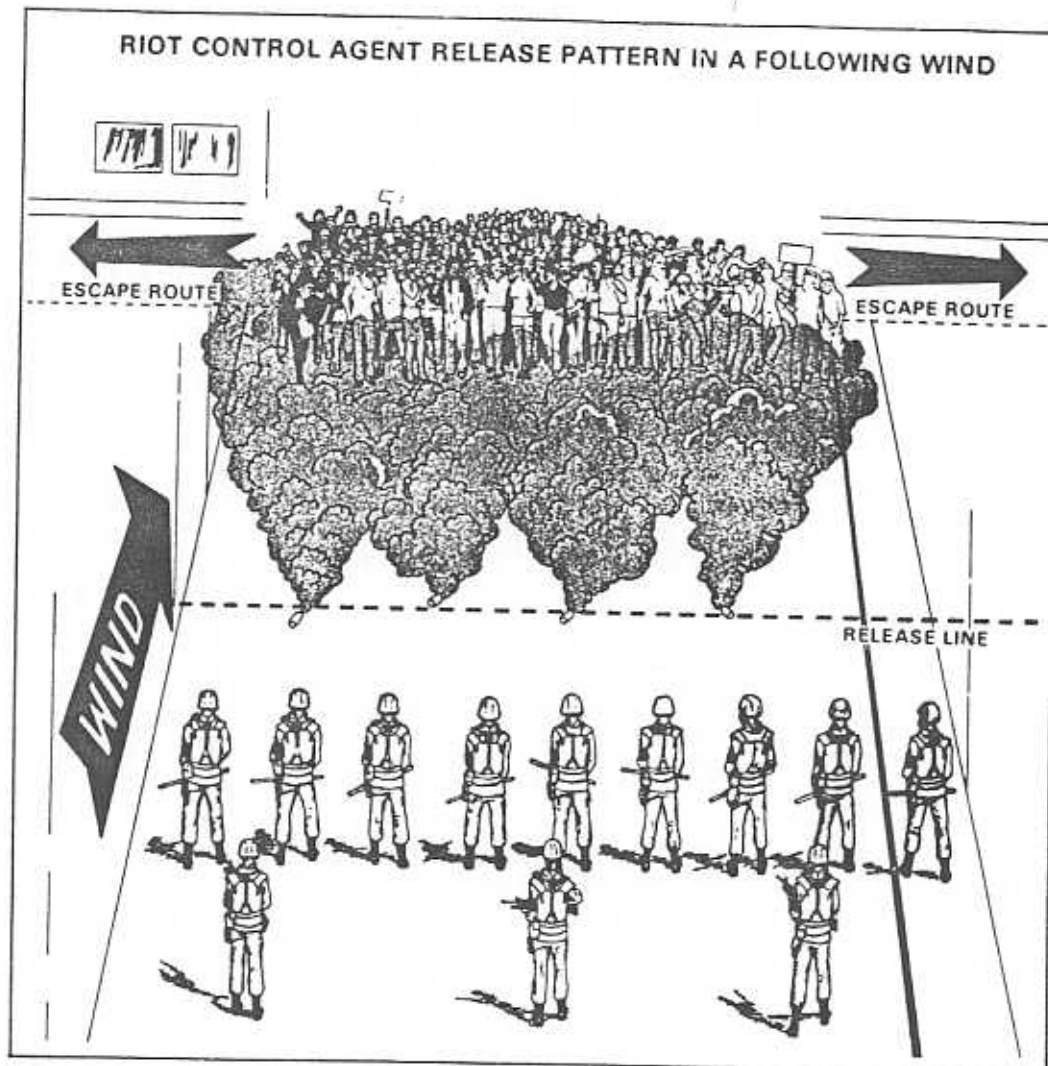
## ANNEX B

### APPENDIX 1 (PLANNING/EMPLOYMENT) TO ANNEX B (RIOT CONTROL AGENTS)

Small groups of 25 to 50 people may gather during disorders and throw objects at cars or congregate near stores that have been partially looted. Patrols can employ low-volume riot control grenades to break up small groups and temporarily prevent further misconduct. This low volume use of riot control agents enables a few troops to disperse a group without calling for more manpower and equipment. The limited use of an agent must be preceded by a careful assessment of the composition and mood of the group. If the group is highly motivated or inclined to violence, a small amount of agent may only provoke an attack on the outnumbered patrol.

High-pressure water can be effective for moving small groups on a narrow front, such as a street and for defending a barricade or roadblock.

When used against rioters, riot control agents must be used in sufficient quantities to produce an immediate, decisive effect. troops using the agents must provide avenues of escape for the crowd. Except for extreme emergencies, riot control agents are not used when hospital patients or school children may be affected.



## ANNEX B

### APPENDIX 1 (PLANNING/EMPLOYMENT) TO ANNEX B (RIOT CONTROL AGENTS)

The riot control agent CS comes in two forms: a pyrotechnic mixture and a powder. It has a pungent pepperlike odor. Its persistency varies according to wind conditions. In powder form, it has greater persistency when there is no wind or when it is dispersed in wooded terrain. Its effects occur within a few seconds after exposure.

As a pyrotechnic mixture, CS is dispersed by means of an M47 hand grenade or a 40-millimeter cartridge and the M203 or M79 grenade launcher. When using the M203 or M79 and the 40-millimeter cartridge, the troops must be warned that, because of the projectile's high velocity, *it can cause serious injury or death at*

*close range.* Troops must exercise extreme caution when using this munition. In the powder form, CS is dispersed by means of the M47 hand grenade and by mechanical dispersers.

A protective mask and field clothing protect against the effects of CS. First aid for CS contamination is rendered by moving affected people to uncontaminated areas, facing them into the wind, and cautioning against rubbing the eyes or touching the genitals or mucous membranes. showers provide further relief. Affected people should be kept away from each other.

RIOT CONTROL AGENT CHARACTERISTICS AND TREATMENT		
	CS	CR
DELIVERY MEANS	Delivered by hand grenades, rifle grenades, ring airfoil soft projectiles, or as a dry spray by M33A1 or M5 disperser	Delivered as a wet spray or stream by M33A1 or M36 disperser
EMPLOYMENT CONDITIONS	Has greatest effect when there is little or no wind; effectiveness greatly diminished by rain	Is effective under all conditions except high winds; effectiveness only slightly diminished by rain
PERSISTENCY	Varies according to wind conditions; powder form persists longer in still air and in wooded terrain. Is not to be used in buildings, near hospitals, or in areas where lingering contamination could cause problems	Lingers in air, long lasting, and less likely windblown; extremely persistent on surfaces. Is not to be used in buildings, near hospitals, or in areas where lingering contamination could cause problems
TIME TO MAXIMUM EFFECT	Requires 20 to 60 seconds	Acts immediately on exposed areas
DURATION OF EFFECTS	Lasts 5 to 10 minutes	Lasts a few minutes when victim is moved to an uncontaminated area
EFFECTS	Causes extreme burning sensation in the eyes, abundant flow of tears, coughing, breathing difficulty, tightness in chest, involuntary closing of eyes, stinging sensation on moist skin areas, sinus and nasal drip, and nausea and vomiting on exposure to high concentrations, especially when ingested	Causes irritation of nose and throat; stinging sensation of skin; and irritation of respiratory system, including coughing, chest pains, and feeling of suffocation
MINIMUM PROTECTION	Requires protective mask and field clothing	Requires protective mask, hood, and rubber gloves
FIRST AID	Move victim to uncontaminated area, face victim into wind, caution victim not to rub eyes; keep affected people well apart; have victim shower first with cool water for 3 to 5 minutes, then proceed with normal showering; for gross contamination, flush body with a 5% sodium bisulfite solution (except in and around eyes), and flush again with water (a 1% solution of sodium carbonate or of sodium bicarbonate may be substituted for sodium bisulfite solution)	Move victim to uncontaminated area, flush eyes with water, check eyes for abrasions, shower well or wash and scrub exposed areas with soap and water; get victim to doctor if reaction persists  WARNING: Household bleach (sodium hypochlorite solution) is NOT to be used in wash or rinse water to decontaminate clothing, equipment, or people. CR and household bleach react to produce a harmful vapor

## ANNEX B

### APPENDIX 1 (PLANNING/EMPLOYMENT) TO ANNEX B (RIOT CONTROL AGENTS)

#### GRENADES

There are two types of riot control grenades in the Army inventory, a burning type and a bursting type. In a wind of about 6 miles per hour, a burning-type grenade can cover an area about 5 meters wide to a downwind distance up to 25 meters.

Burning-type CS grenades and agent dispersers are the means usually employed against large crowds. Bursting-type grenades may be used for psychological effect or to discourage crowd members from trying to throw back grenades. Burning grenades are thrown by hand or delivered by a grenade launcher to the upwind side of the crowd. Burning grenades must

not be thrown into a crowd because they can be picked up and thrown back. Bursting grenades are thrown into the air so that they burst several feet above the crowd.

When the control force is in almost direct contact with the crowd, burning grenades are not used. Either the grenades will be thrown back at the control force or the front ranks of the crowd will be driven into the control force. In this situation, dispersers are used if conditions favor their use behind disturbance control lines.



#### DISPERSERS

Dispersers provide commanders with a means of disseminating riot control agents in sufficient quantities to provide effective coverage in a variety of situations and conditions. But their use is limited to outdoor areas. Control force leaders must be

careful when employing riot control agents in confined areas

## ANNEX B

### APPENDIX 1 (PLANNING/EMPLOYMENT) TO ANNEX B (RIOT CONTROL AGENTS)

---

and in areas with restricted avenues of escape. Dispersers usually are transported by soldiers, by 1/4-ton or larger vehicles, or by helicopters. When transported on the ground, the dispersers may be directly integrated into the crowd control formations.

Or they may be operated in direct support of civil disturbance operations. Helicopter-mounted dispersers are used in close conjunction with the control force. The exact placement of the aircraft with respect to the formation is determined by current wind direction and speed and by physical obstacles that may restrict the movement and positioning of the aircraft.

All unit members should know the operation and employment capabilities of the riot control agent dispersers, but the unit must depend on specially selected and trained soldiers. The criteria for selecting disperser operators include initiative, ability to learn, and the ability to deal with large numbers of agitated people calmly.

The disperser operator works under the immediate control and direction of an officer or an NCO. Riot control agents are released only on the direct orders of the commander. If the commander is not fully qualified in employing riot control agents, a qualified officer must be designated to determine the appropriate time, place, and amount of agent to be released and to issue appropriate commands to the operators.

Disperser operators and dispersal team members must be well qualified in their primary MOS and thoroughly trained in riot control operations. Preferably, they should receive special training in riot control operations. Preferably, they should receive special training in the use of riot control agents.

Riot control agent dispersers can release a large amount of riot control agent in a very short time. Operators must be especially careful to avoid releasing intolerable concentrations of the agents. The operators must determine the average release

rate for each disperser in terms of pounds of the agent released per second. The dispersers are not used to deliver riot control agents directly into a closed structure except in extreme circumstances.

Commands are given the disperser operators by voice or by hand and arm signals. The troop commander maintains radio contact with the officer or NCO who is in command with the officer or NCO who is in command of the crowd control formation or of the disperser operators.

Troops who are involved in filling, operating, or transporting dispersers wear ordinary field uniforms with collar and cuffs buttoned and trouser legs tucked into their boots. They also wear a protective mask, a hood, and rubber gloves for protection.

The commander must decide which riot control agent will be used in each disperser before the mission begins. Wet and dry agents cannot be interchanged in the same disperser during a civil disturbance mission. Not only must nozzles be changed, but the whole system must be decontaminated before changing types of agents. For further information on decontamination procedures, see FM 3-5.

To ensure the dispersers operate properly, operators must perform inspections and maintenance systematically each time the equipment is used. They also service the equipment periodically whether it has been used or not. Because of the corrosive effects of some riot control agents, the agents must be removed from the surface of dispersers and the vehicles or helicopters that dispersed the agents. Detailed maintenance, inspection, and repair instructions can be found in the applicable technical publications.

#### **M36 DISPERSER**

The M36 disperser, like other aerosol irritant dispersers, serves as an alternative to traditional weapons, such as nightsticks, riot batons, and

## ANNEX B

### APPENDIX 1 (PLANNING/EMPLOYMENT) TO ANNEX B (RIOT CONTROL AGENTS)

firearms. As with other riot control weapons, the M36 must be backed at all times by troops with weapons of greater force.

The M36 disperser is a lightweight, aluminum and plastic container filled with pressurized CR solution. It is small enough to be carried and operated with one hand.

To use the M36, the soldier holds the can upright, aims at the person's face, and presses the activator button. The stream of wet CR vaporizes. It causes a temporary, reflexive closing of the eyes, tearing, and a burning sensation on the skin and in the upper respiratory tract. The most effective way to use the M36 is in one-second bursts. The maximum range is 10 to 12 feet. This allows the soldier to adjust his aim with a minimum waste of the riot control agent.

The soldier must not spray a person for *more than five seconds when closer than 3 feet*. After being

subdued, the person can best be decontaminated by facing the wind or by generous flushing with water for several minutes.

See FM 8-285 for more information on first aid procedures.

Troops using the M36 must be thoroughly trained in the use and hazards of the disperser. Training must include situations in which the M36 may be used, how to use it, a demonstration of the stream trajectory, safety requirements, and decontamination procedures. Because the use of the M36 does not cause immediate incapacitation, training on tactics and disperser limitations is necessary.

The disperser is carried and stored in a compact vinyl case with a snap button and a belt loop. The ammo pouch may be used as a field expedient carrying case.





## ANNEX B

### APPENDIX 1 (PLANNING/EMPLOYMENT) TO ANNEX B (RIOT CONTROL AGENTS)

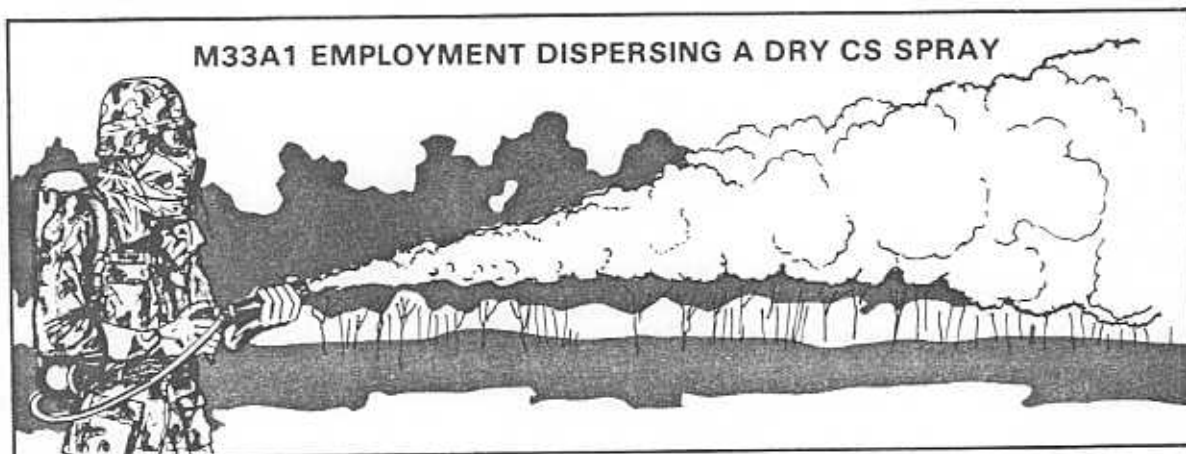
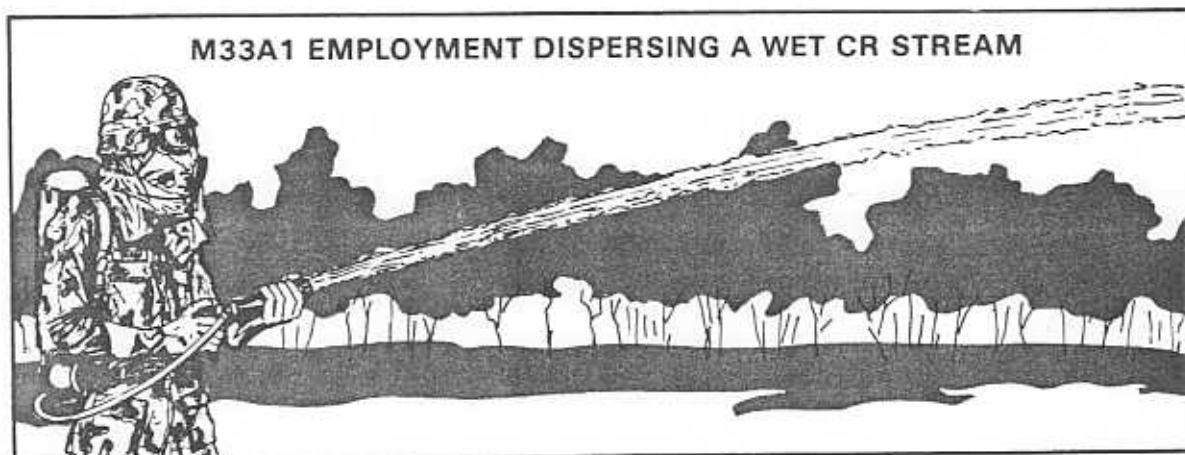
#### M33A1 DISPERSER

The M33A1 disperser is a lightweight, portable riot control agent. The agent is released through a nozzle on a hand-held gun assembly. Different nozzles are used for the powder and the liquid. The special nozzle for the wet agent allows the operator to vary the amount and range of the solution by choosing spray or stream. The operator controls dispersal by varying the pressure on the trigger.

The hose and gun group controls the amount of riot control agent released. The agent may be released in a continuous stream or spray or in short bursts ranging from less than one second to several seconds. Operators must determine the particular release rate for each disperser that they operate, both for tear and for riot control agents.

Worn as a backpack, the M33A1 looks and functions like the portable M33 disperser. The difference lies in the units' capabilities. The M33A1 disperser's modular design allows quick replacement of empty agent and pressure containers. The M33A1 can use either dry or wet agents without having to modify the unit itself. The M33A1 is replacing the M33 on a one-for-one basis as the M33s wear out.

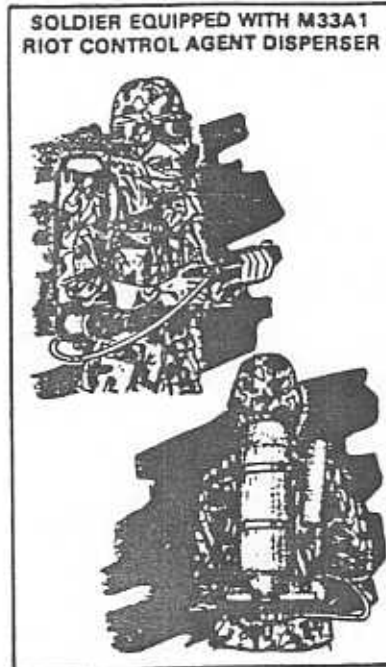
The effective use of the M33A1 depends on a following or slightly quartering wind with a speed of less than 20 miles per hour.



## ANNEX B

### APPENDIX 1 (PLANNING/EMPLOYMENT) TO ANNEX B (RIOT CONTROL AGENTS)

Optimum wind speed is 3 to 5 miles per hour. Usually, this disperser is backed up by other dispersers to ensure adequate coverage of the target area.

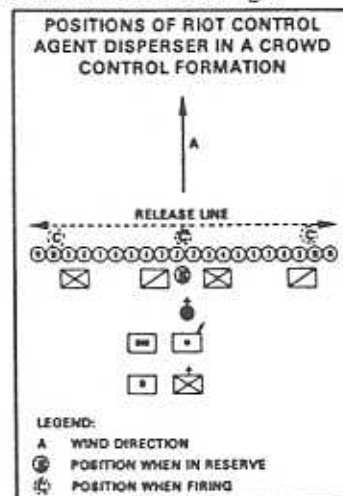


The agent tank and the air pressure bottle both have a quick-disconnect capability. But unless there are sufficient tanks and bottles available, the disperser may be out of action for a period of time, depending on the location of the compressor and the soldier's ability to reload and repressurize the disperser. Because of its compactness, portability, and low cost, the M33A1 provides the user with an immediately available and very effective crowd control weapon.

The disperser operator may be positioned in front of, as a part of, or behind the crowd control formation. Proximity to the crowd and the disperser's role determine where the disperser is placed. When riot control agents are employed in advance of a close approach by the crowd control formation, the disperser operator may be a part of, or slightly in front of the formation. These positions give the operator the greatest freedom in using the disperser. It also minimizes troop exposure.

Freedom to move right and left may help to disperse a more uniform cloud over the target. It also allows, to a limited extent, coverage over specific sections of the target area. If the disperser is to be held in reserve, the operator is positioned from one to several feet behind the center of the formation. From this position, the operator can quickly move to the front of the formation. When the disperser is not being used, the operator moves behind the formation for protection from thrown objects.

The optimum distance for firing the disperser to produce the greatest effect depends on the wind speed and the operator's freedom of movement across the front of the target area. Generally, the distance of the agent release point or line from the target area ranges from 15 meters to 100 meters or more depending on wind speed. As wind speed increases, dilution of the powder becomes more rapid. When this occurs, the distance between the target area and the release point must be reduced to place an effective concentration on the target.



Factors that affect the amount of a particular agent needed to produce an effective concentration are too varied to permit exact guidance. However, the operator must understand the agent's effectiveness, the amount that can be released in a given time, and the makeup and determination of the crowd. The operator also must closely observe the agent's

## ANNEX B

### APPENDIX 1 (PLANNING/EMPLOYMENT) TO ANNEX B (RIOT CONTROL AGENTS)

---

dispersal pattern and effect on the target. Too heavy a concentration may result in reaching a tolerance inconsistent with objectives. Too weak a concentration, particularly against an organized and determined group, may encourage more violence.

#### **M5 DISPERSER**

The M5 riot control agent disperser consists of an M9 portable gun for vehicles or a delivery hose for helicopters, a tank that holds approximately 50 pounds of CS, a hose assembly, a pressure tank, and a pressure regulator. These components are mounted on a tubular frame. The complete unit measures approximately 4 feet by 2.5 feet by 2 feet.

The M5 disperser has an effective range of 12 meters when dispersed with the M9 gun during calm winds. It is effective to 46 meters when dispersed from a helicopter at an absolute altitude of 24 to 30 meters. The duration of fire per fill is 2 minutes with the M9 gun and 20 seconds with the helicopter delivery hose. The disperser plus agent weighs approximately 210 pounds. The M5 disperser can be mounted on a helicopter or on a 1/4 ton or larger vehicle. See TM 3-1040-220-12&P for more information.

The M5 disperser provides an air to ground dispersal capability when mounted in a helicopter. Situations best suited for the employment of the helicopter mounted M5 include large scale civil disturbances requiring large quantities of riot control agents and conditions that prevent its use on the ground.

When a helicopter is used, the agent can be released from a hovering position above or on the windward side of the target area or along a line above or on the windward side of the target. When mounted on a vehicle and employed against open-area targets, the disperser is operated from positions slightly in front of or in the crowd control formation.

The release of riot control agents from a helicopter must be far enough in front of the crowd control formation that the agent dissipates shortly before the formation arrives. The location of the release point or line with respect to the target is determined by wind speed and direction and by physical obstacles. Other factors include the effects of the rotor wash on dispersal and the ground speed of the helicopter.

Initial release of the agent when hovering over the target is accomplished in short bursts of three to five seconds duration. The operator watches the crowd's reactions to determine the number and length of subsequent bursts. When hovering to the windward side of the target, the same procedure is followed, except the agent may be released in slightly longer bursts. Release of an agent along a line must begin in time to assure coverage of the side of the target being approached. Dispersal must cease shortly before reaching the far side of the target. This helps avoid dispersal over areas other than the target. The exact moments for beginning and for ceasing the release are governed by the helicopter's speed and by wind speed and direction. Operating dispersers from a helicopter while it is hovering or flying at speeds less than effective translational lift speed when in ground effect may contaminate the helicopter, the crew, and the occupants due to circulation of the agent in the rotor wash. Therefore, *either the pilot or the co-pilot must wear a protective mask.*

The agent may be released from one or more stationary ground positions or along a line on the windward side of the target. When released from a stationary point, the agent is dispersed in intermittent bursts as the gun muzzle is swung through an approximately 160 degree arc to the front. When dispersed along a line, the agent may be released continuously or intermittently, depending on the agent used, the rate of movement, and the wind factors.



## ANNEX B

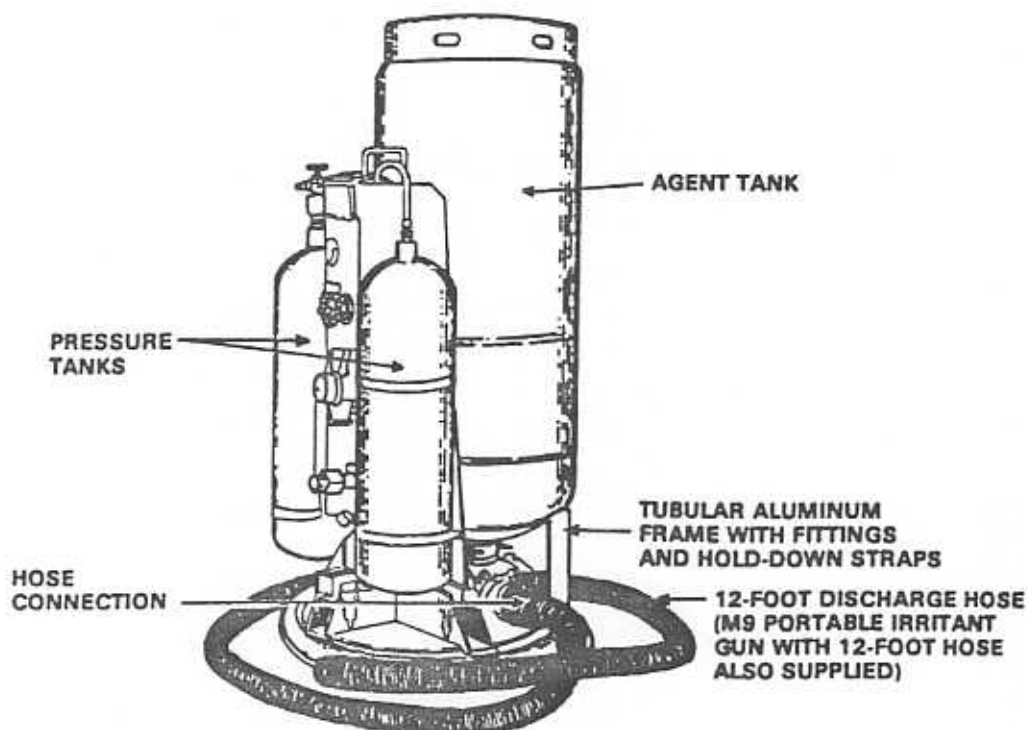
### APPENDIX 1 (PLANNING/EMPLOYMENT) TO ANNEX B (RIOT CONTROL AGENTS)

Commanders and disperser operators must insure that the target is not covered with an intolerable concentration of riot control agents. This is particularly true when the wind lies calm and when the target area is particularly true when the wind lies calm and when the target area is partially enclosed by buildings. Also, the operator must remember that 1 pound of CS is the equivalent of five bursting-type CS grenades and, further, that 50 pounds of CS can be released in two minutes or less with the M5.

the amounts of agent released. Operators must determine the release rate for each disperser that they operate.

The M9 gun group is used when mounted with the M5 on a vehicle. The M9 permits close control of

#### M5 RIOT CONTROL AGENT DISPERSER



## ANNEX B

### APPENDIX 1 (PLANNING/EMPLOYMENT) TO ANNEX B (RIOT CONTROL AGENTS)

Each M5 dispersal team has three members: a commander who is an officer, an operator who is an NCO, and an assistant operator. Inclusion of the vehicle driver or the helicopter pilot as a member of the team is desirable, but not mandatory.

DUTIES OF M5 DISPERSAL TEAM	
TEAM COMMANDER	<ul style="list-style-type: none"><li>• Supervises operation, employment, and maintenance of the M5 disperser.</li><li>• Reconnoiters target area and prepares employment plans.</li><li>• Supervises movement of equipment to operation site and assigns soldiers to specific jobs.</li><li>• Selects the release point or line.</li><li>• Controls the amount of riot control agent released.</li><li>• Observes and evaluates dispersed agent to ensure proper coverage and concentrations without interfering with the control force's mission.</li><li>• Teaches or demonstrates operating techniques and procedures.</li><li>• Supervises and conducts team training.</li><li>• Supervises the preparation of records and reports related to the disperser's operation.</li></ul>
OPERATOR AND ASSISTANT OPERATOR	<ul style="list-style-type: none"><li>• Operate and maintain the disperser.</li><li>• Operate and adjust the disperser to get the best possible control agent dispersal pattern.</li><li>• Inspect and test defective equipment or components to determine types and causes of malfunction, extent of repairs needed, and quality of repair work performed.</li><li>• Clean, make minor adjustments, and replace defective parts using common hand tools.</li><li>• Make final adjustments to equipment for optimum operation.</li><li>• Estimate needs for maintenance supplies.</li></ul>

## ANNEX B

### APPENDIX 1 (PLANNING/EMPLOYMENT) TO ANNEX B (RIOT CONTROL AGENTS)

---

#### WATER

When using water, a number of factors must be considered. The Army does not have a water-dispersing system that is specifically designed for use in civil disturbance operations. Such a system can be improvised from existing equipment. The use of a large water tank-750 to 1,000 gallons-and a powerful water pump mounted on a truck with a high pressure hose and a nozzle capable of searching and traversing enables troops to employ water as they advance. By having at least two such water trucks, one can be kept in reserve.

Employing water as a high-trajectory weapon, like rainfall, is highly effective during cold weather. When using, as with other measures of force, certain restraints must be applied. Troops try to avoid using water on innocent bystanders like women and children. When water is used, the troops must provide the crowd with escape routes. Troops employing water must be protected by formations and, in some instances, by shields. The more severe use of water, the flat trajectory application, is employed only when necessary. Because fire departments are associated with saving lives and property rather than maintaining law and order, *fire department equipment must not be used for crowd control and dispersal.*

## ANNEX C

### APPENDIX 1 (EMPLOYMENT/IMPACT) TO ANNEX C (RIOT BATONS)

---

#### RIOT BATONS

The riot baton is an invaluable tool in crowd control situations. Except for extremely violent crowds, the baton in the hands of well-trained troops is the most appropriate weapon. The riot baton is not meant to replace the rifle as the main weapon used by control forces. Rather, the riot baton is used in situations in which the rifle is not needed. The presence of rifles, with or without bayonets, tends to escalate the intensity of a civil disturbance. And unlike the rifle, the loss of a baton to the crowd does not present a serious threat.

Most control forces are armed with riot batons. This very versatile offensive weapon can be from 26 to 42 inches long. But the optimum length is 36 inches. The baton is made from any dense hardwood like rosewood or walnut that does not shatter or break easily. Both ends of the baton are

rounded to prevent unnecessary injury. The suggested diameter of the baton is 1.25 inches. A hole is drilled 9 inches from the grip end. The wrist thong is inserted through the hole. Either one or both ends of the baton should have a series of rounded ridges to aid gripping.

#### EMPLOYMENT

The use of the baton is based on the commander's appraisal of the situation and his choice of a force option. Units committed with the baton must have marksmen and riot control agent teams in direct support. If the confrontation is intense, the commander also may elect to have reserve forces with rifles or shotguns, with or without bayonets, positioned for rapid reinforcement.

The riot baton is used by units that are employed defensively to protect people and property. During the termination phase of the disturbance when the violence has subsided and is expected to stay that way, troops are in a defensive posture. They may be equipped with the riot baton to perform their tasks.

The riot baton can be used in offensive crowd control formations. It can be employed so that the unit confronting the crowd is equipped with rifles and bayonets. Or it can be employed so that the element in direct contact with the crowd is equipped with batons, and the supporting element is equipped with rifles and bayonets. The riot baton is never

the only weapon available to control forces. An element deployed with riot batons must have a marksman as a precaution against snipers. Reserve forces with rifles and bayonets must be available for immediate employment. The commander must be able to withdraw the riot baton elements, issue them other weapons, and redeploy them as a reserve force.

The riot baton, in the hands of trained troops, is a formidable weapon. But it must be used in conjunction with other measures to be most effective. The soldier who is skillful in using the riot baton can adequately cope with most situations that require physical restraint. Troops must be trained with the riot baton to the point that they use the various techniques automatically.

Troops using the riot batons must have a thorough knowledge of the vulnerable points on the human body. Troops must deter, discourage, or disperse individuals threatening their position. But they must try to avoid blows that could kill or permanently injure.

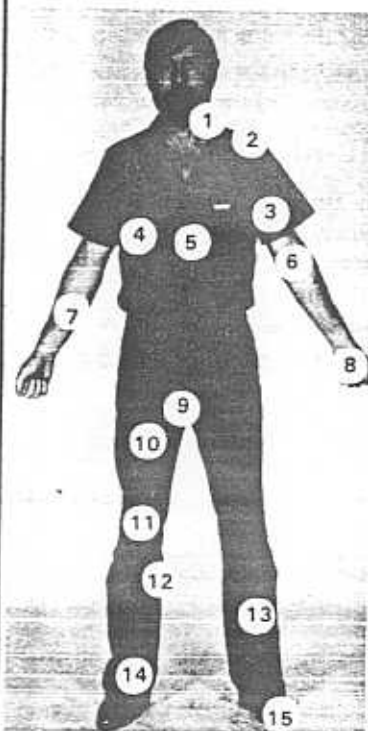
## ANNEX C

### APPENDIX 1 (EMPLOYMENT/IMPACT) TO ANNEX C (RIOT BATONS)

When deployed, troops usually avoid any riot baton techniques that could result in death or permanent injury. The riot baton is *never raised above the head* to strike an adversary in club fashion. Not only

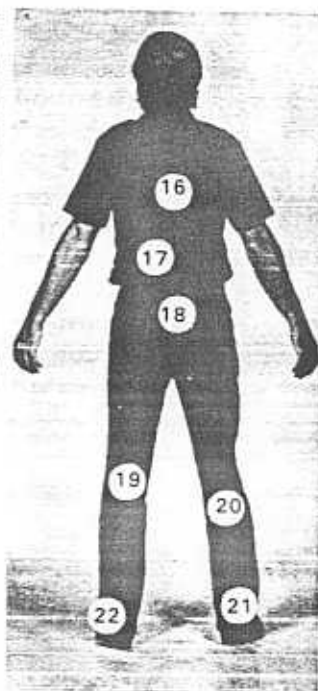
is this likely to cause permanent injury, it also projects an unfavorable image of the control force. Also, the soldier is vulnerable to an attack on his rib cage when his arm is raised.

#### VULNERABLE BODY POINTS



FRONT OF BODY

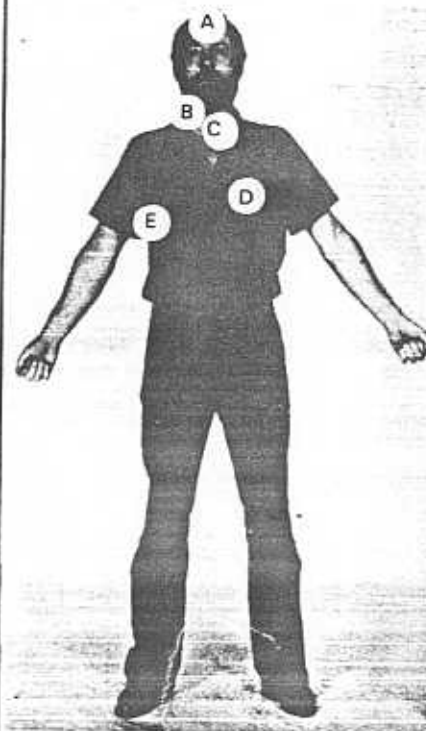
- 1 ABOVE CLAVICLE
- 2 SHOULDER
- 3 OUTER BICEP
- 4 RIBS
- 5 SOLAR PLEXUS
- 6 INNER ELBOW
- 7 FOREARM
- 8 HAND
- 9 GROIN
- 10 THIGH
- 11 KNEECAP
- 12 SIDE OF CALF
- 13 SHIN
- 14 ANKLE FRONT
- 15 TOES



REAR OF BODY

- 16 BEHIND SCAPULA
- 17 KIDNEY
- 18 COCCYX
- 19 BEHIND KNEE
- 20 CALF MUSCLE
- 21 ANKLE TENDON
- 22 ANKLE BONE

#### FATAL IMPACT POINTS



- A HEAD
- B SIDE OF NECK
- C THROAT
- D HEART AREA
- E ARMPIT

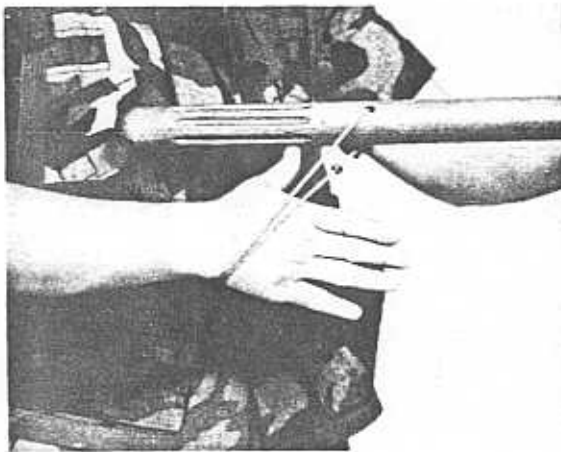
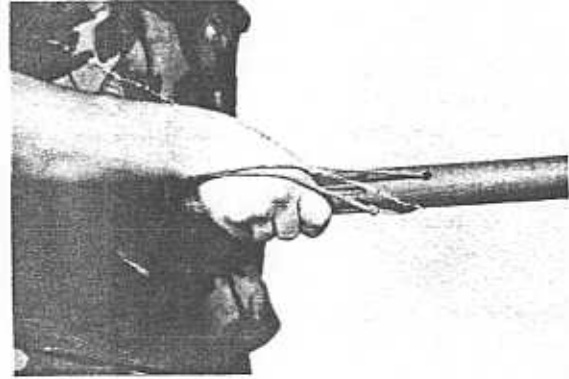
## ANNEX C

### APPENDIX 2 (BATON GRIPS AND POSITIONS) TO ANNEX C (RIOT BATONS)

---

#### BATON GRIP AND POSITIONS

Three steps are necessary to obtain a secure grip on the riot baton. First the thong of the baton is placed around the right thumb. Then the baton so the thong hangs over the back of the hand. Finally, the hand is rolled into the baton handle so that the thong is pressed into the palm of the hand. This method of gripping the baton provides a secure grasp. The baton can be released quickly by simply relaxing the hand.



#### PARADE-REST POSITION

Parade rest is the relaxed ready position. The feet are shoulder width apart. The left palm is facing out. The right palm is facing in toward the body. The hands are approximately 6 inches from the ends of the baton.



## ANNEX C

### APPENDIX 2 (BATON GRIPS AND POSITIONS) TO ANNEX C (RIOT BATONS)

---

#### PORT POSITION

The port position is a ready position. It is particularly well suited for individual defense. The right hand and forearm are parallel to the ground. The left hand is level with the left shoulder. The striking end of the baton bisects the angle between the neck and left shoulder. The baton is held approximately 8 inches from the body. The feet are apart.



#### ON-GUARD POSITION

The on-guard position is the ready position. It should not be maintained for long periods of time because it is tiring. To assume the position, the left foot is placed forward of the right foot. The feet are spread apart, and the knees are slightly bent. The right hand and the butt end of the baton are placed snugly against the hip. The body is bent slightly forward at the waist. The left arm is bent so that the forearm protects the soldier's throat area, yet allows a thrust to be made.





## ANNEX C

### APPENDIX 3 (OFFENSIVE TECHNIQUES) TO ANNEX C (RIOT BATONS)

#### OFFENSIVE TECHNIQUES

Control forces use one of four techniques when employing riot batons in offensive operations. They perform the stroke, or the baton smash.

##### SHORT THRUST

The short thrust is made from the on-guard position. The body is thrust forward rapidly by advancing the left foot. The left arm is snapped straight, driving the striking end of the baton into a selected vulnerable point of the opponent's body. The soldier must *never* direct the thrust directly at the central throat area because it can cause permanent injury or death. The soldier returns to the on-guard position after delivering the short thrust.



##### LONG THRUST

The long thrust is made from the on-guard position. The body is thrust rapidly forward by advancing the right foot. The baton is held in the right hand. The baton is snapped forward, driving the striking end of the weapon into a vulnerable point of the opponent's

body. The soldier returns to the on-guard position after delivering the long thrust.



##### BUTT STROKE

The butt stroke is delivered from the on-guard position. The right hand is elevated until the baton is almost parallel to the ground. The butt stroke is made by rapidly advancing the body off the right foot. The right arm is snapped straight. The butt end of the baton is driven to the left, striking the opponent's shoulder, chest, or jaw. The left hand is kept even with the left shoulder. The butt stroke may be fatal to the opponent if either the side of the neck or the head is struck. After delivering the butt stroke, the soldier returns to the on-guard position.



## ANNEX C

### APPENDIX 3 (OFFENSIVE TECHNIQUES) TO ANNEX C (RIOT BATONS)



#### BATON SMASH

The baton smash can be delivered from the parade-rest, the port, or the on-guard positions. The baton is held horizontal to the ground, approximately chest high. The smash is executed by advancing the left

foot rapidly. Both arms are snapped straight, smashing the length of the baton across the opponent's chest. After delivering the smash, the soldier returns to the on-guard position.

## ANNEX C

### APPENDIX 4 (DEFENSIVE TECHNIQUES) TO ANNEX C (RIOT BATONS)

#### DEFENSIVE TECHNIQUES

In some situations, troops may have to employ the riot baton to defend themselves. They may have to defend against armed or unarmed attackers. The defensive techniques enable troops to defend against blows to the head, jabs to the body, stabs, and hand holds.

#### DEFENSE AGAINST BLOWS TO THE HEAD

To defend against a blow to the left side of the head, the soldier starts from the parade-rest, port, or on-guard position. He smartly snaps the left hand to the left side of the body and the right hand up and to the left. The baton is then in a nearly vertical position that blocks the opponent's blow.

Immediately after blocking the opponent's blow the soldier snaps both arms up and level with the baton. The left hand is near the left shoulder, and the right hand is in front of the left shoulder. the grip end of the baton is pointing towards the opponent. The soldier is now in position to execute

a jab or a smash. The body is driven forward. The right hand is snapped straight, driving the grip end of the baton into the opponent's upper body, avoiding the head. After delivering the jab or smash, the soldier returns to the on-guard position.





## ANNEX C

### APPENDIX 4 (DEFENSIVE TECHNIQUES) TO ANNEX C (RIOT BATONS)

#### DEFENSE AGAINST THE LONG THRUST

The long thrust can be countered from the parade-rest, port, or on-guard position. The left hand is moved toward the left. The right hand is moved smartly down and toward the left. The opponent's weapon is engaged and deflected to the left and away from the body. As soon as the opponent's weapon has been deflected, allow the left hand to slide down to the right hand. The baton and body are now in position for a counterblow against a vulnerable point.



#### DEFENSE AGAINST OVERHEAD STABS

This defensive technique can best be accomplished from the parade-rest, port, or on-guard position. As the opponent stabs down, the body is moved to the rear by withdrawing the left foot. The left hand is allowed to slide down to the right hand, and the baton is raised up over the left side of the body. The baton is brought down and snapped against the opponent's wrist or forearm, disarming him. After disarming the opponent, the left hand is slid back up to its original position on the baton, ready to execute the baton smash.



## ANNEX C

### APPENDIX 4 (DEFENSIVE TECHNIQUES) TO ANNEX C (RIOT BATONS)

#### DEFENSE AGAINST BACKHAND BLOWS

An opponent's backhand blow can be blocked from the parade-rest, port, or on-guard position. Both arms are snapped out and to the right front of the body. The left hand is raised above the right hand so that the grip end of the baton is pointing down. This position blocks the opponent's blow. After blocking the opponent's blow, the right hand is brought up near the right shoulder. The left hand is moved down and to the front of the chest. The striking end of the baton should be pointing slightly to the left front and toward the opponent. The soldier is now in position to execute the butt stroke. The body is rapidly advanced off the right foot. The right hand is driven forward and to the left. The left hand is held in place as the baton is driven against the opponent's shoulder, chest, or jaw. *This blow can result in a fatal injury if any other area of the head is struck.*





## ANNEX C

### APPENDIX 5 (SEARCHS) TO ANNEX C (RIOT BATONS)

Searches of people and property that are not usually subject to military law may be made by military forces during a civil disturbance. When possible, *civilian police should search civilians and civilian property*. If police are not available, military personnel may search people incident to an apprehension. Either the stand-up search or the wall search may be used. The choice depends on the situation. The search is made not only of the person, but also of the immediate area. This prevents the person from grabbing a weapon or from destroying evidence. Control forces may search private property, including vehicles, if-

- \* Reasonable belief exists that a person has committed or is committing a violent crime and is hiding in a building or a vehicle.

- \* Reasonable belief exists that a vehicle contains weapons or instruments of violence.

- \* Probable cause exists for searching a building or a vehicle.

- \* Probable cause exists to believe that, unless immediate action is taken, evidence of a crime will be destroyed before a warrant can be obtained.

Control force members must *not* search a member of the opposite sex. The TAO must wait until a member of the opposite sex is available to make the search. If there are no female control force members available to search a female offender, any qualified woman, such as a medical professional, can be called on to conduct the search. A member of either sex can search items that can be easily removed, such as luggage, packages, shoes, hat coat, and handbags. For more information on searches, see FM 19-10.

#### STAND-UP SEARCH

The stand-up search is a quick search of the offender for weapons and evidence. In making the search, the searcher has the offender stand with his back to the searcher. The searcher's assistant takes a position where he can watch the offender. The

searcher commands the offender to spread his feet and extend his arms above his head. The searcher then searches the offender from head to feet, crushing the clothing to locate any concealed weapons. When the search is complete, flexcuffs or hand irons are put on the offender.

#### WALL SEARCH

When a weapon is found, or when other factors indicate the need, a wall search is conducted. By rendering an offender helpless by placing him in an awkward position, the wall search affords safety to the searcher. Wall searches are particularly useful when searching several offenders. Any upright surface can be used.

To begin the search, the soldier has the offender face the wall or other surface and lean spread-eagled against it. The soldier makes sure the offender's feet are well apart. The offender's head must be kept down. The searcher's assistant stands on the side of the offender opposite the searcher and to the rear. When the searcher moves to the other side of the offender, the assistant also changes position. The searcher walks around



## ANNEX C

### APPENDIX 5 (SEARCHS) TO ANNEX C (RIOT BATONS)

---

the assistant when changing sides to avoid coming between the offender and the assistant guarding the offender.



When searching two or more offenders, the searcher has them lean spread-eagled against the same wall, but far enough apart so they cannot reach one another. The searcher's assistant takes a position a few paces to the rear of the offenders. The searcher begins the search with the offender on the right. After searching each offender, the searcher has him move to the left end of the line and resume the wall-search position. This keeps the searcher from coming between the assistant and an offender.

If the offender resists or tries to escape and must be restrained before the search is completed, the entire search is repeated from the beginning. If flexcuffs or hand irons are applied before the wall search is completed, the offender's forehead is placed against the wall to provide support in place of the hands. Flexcuffs or hand irons are applied when the wall search is complete.

**Note:** Apprehended offenders must be searched immediately for weapons and for evidence that can be easily destroyed or discarded. It is during the first contact with an apprehended person that the greatest caution is needed to prevent surprise and dangerous acts. Due caution, however, must be exercised constantly from the time a person is apprehended until proper disposition is made. Caution must be taken in search procedures for personal protection against contact with a concealed (HIV) infected syringe. Searches must be conducted by at least two people. One person searches while the other person provides back-up or security. If the offender is thought to be armed, the searcher's assistant covers the offender with a weapon, and the searcher ensures that his own weapon is secure.

## ANNEX C

### APPENDIX 6 (COME-ALONG TECHNIQUES) TO ANNEX C (RIOT BATONS)

---

#### COME-ALONG TECHNIQUES

Come-along techniques can be used to move resisting offenders. The apprehension team must be able to move the offender quickly and without the use of excess force. Flexcuffs or hand irons are placed on resisters before moving them. This reduces a resister's ability to fight if he or she suddenly tries to do so.

#### CARRY METHODS

The two-person carry is the best come-along technique if there are enough troops available. This carry avoids injuries caused by excessive lifting. It also avoids injuries to an offender. A soldier stands on either side of the offender and grasps him under the legs and through his arms and around his back. The soldiers may grasp each other's arms to prevent their hold from slipping. They also can perform this carry using riot batons. They place one baton under the legs behind the knees and the other baton horizontally across the back. Both soldiers then grasp the batons, forming a cradle.





## ANNEX C

### APPENDIX 6 (COME-ALONG TECHNIQUES) TO ANNEX C (RIOT BATONS)



The offender may try to resist by stiffening and forcing himself out of the cradle. To counteract this resistance, one soldier gets behind the offender and grasps the offender under the arms. He locks his hands in front of the offender's chest for a more secure hold. The second soldier stands to one side of the offender and encircles the offender's legs at the knees with his arm. A one person carry has a disadvantage. It involves lifting considerable weight. This can tire the carrier quickly or cause a back injury. The soldier lifts the offender from the rear by grasping him under the arms. The soldier locks his hands in front of the offender's chest.



## ANNEX C

### APPENDIX 6 (COME-ALONG TECHNIQUES) TO ANNEX C (RIOT BATONS)

The soldier then pulls the offender backward with the offender's heels dragging the ground. A riot baton also may be used for this technique. The soldier may be used for this technique. The soldier approaches the offender from behind. He lays the baton to the side of the offender, slightly behind the offender's buttocks. He then forces the offender into a sitting position, reaches under the offender's arms, and picks up the baton. He then rotates the baton to the front of the offender's chest. He places his free hand under the offender's arm and grasps the other end of the baton. Again, the soldier pulls the offender backward with the offender's heels dragging the ground.



#### COME-ALONG HOLDS

A come-along hold is used to move an unrestrained, unwilling person from one place to another. It controls the person's movements without injuring him. A come-along hold puts pressure on a sensitive part of the body and causes discomfort. The hold must be executed quickly and with as little commotion as possible. Speed is essential in applying these holds. Such holds are used only for short distances until the offender can be restrained. Each soldier must know which holds are best suited to his capabilities.

#### Baton as a Restraint and Come-Along

The riot baton may be used as a restraining device and as a come-along hold at the same time. The soldier has the offender cross his hands behind his back. He slips the offender's hand through the baton's leather thong. He then twists the baton until the slack in the thong is taken up. The thong can be tightened or loosened depending on the amount of pressure needed to secure the offender.

## ANNEX C

### APPENDIX 6 (COME-ALONG TECHNIQUES) TO ANNEX C (RIOT BATONS)

With his left hand, the soldier grasps the left shoulder or the clothing over the shoulder of the offender. He pulls the offender slightly backward so that the offender cannot pull away from the baton end, which is pressed against the small of the offender's back.



#### Gooseneck Come-Along

To apply a gooseneck come-along the soldier approaches the offender from the rear. He steps forward with his left foot along the outside of the offender's right foot. He grasps the inside of the offender's right arm at the elbow with his left hand. He then grasps the offender's right hand with his right hand, placing his thumb inside the bend of the offender's wrist and his fingers across the back of the offender's right hand. With both hands, the soldier sharply pulls the offender off balance and to their rear so the offender's weight falls on the soldier's left shoulder. The soldier then bends the offender's right arm at the elbow and locks the offender's right arm against his chest. He reinforces his right hand with his left hand, placing both thumbs inside the bend of the wrist and his fingers across the back of the offender's hand. He locks both his elbows tightly to his side and steps up beside the offender. He applies pressure as he steps up beside the offender. He presses down on the back of the offender's hand, bending it under toward the forearm.



## ANNEX C

### APPENDIX 6 (COME-ALONG TECHNIQUES) TO ANNEX C (RIOT BATONS)

#### **Front Hammerlock**

For the front hammerlock the soldier faces the offender. He steps forward with his right foot to the outside of the offender's right foot. He grasps the offender's right arm at the elbow with the soldier's right hand palm up. The soldier breaks the offender's balance by pulling the offender's right arm slightly away from the offender's body. As he pivots behind the offender, he strikes the offender's right wrist with his left wrist and bends the offender's arm to their rear. As the soldier completes the pivot behind the offender, he drives his left fist straight up until the offender's right wrist rests in the bend of the soldier's left arm. He then rotates his left hand down, grasping the offender's right elbow. He pulls the offender's right elbow tightly against his stomach. The offender may be leaning forward in this position. The soldier completes the hold by reaching with his right hand over the offender's shoulder and grasping the left side of the offender's face. The soldier applies pressure by turning the offender's head to the right, pushing down with his left hand, and pulling up with his left elbow.



## ANNEX C

### APPENDIX 6 (COME-ALONG TECHNIQUES) TO ANNEX C (RIOT BATONS)

#### Fingers Come-Along

The fingers come-along is tiring to maintain, but it is extremely useful in moving an offender for a short distance. The soldier faces the offender. He steps forward with his right foot to the outside of the offender's left foot. As he steps, he reaches with both hands and grasps the offender's left wrist with his left hand. He grasps two or three fingers with his right hand. He then pivots counterclockwise on his right foot until he is standing beside the offender. He thrusts the offender's arm straight out in front of him at shoulder height, maintaining a tight grip on the offender's wrist with his left hand and bending the offender's fingers down with his right hand. The soldier applies pressure by keeping the offender's arm locked straight and by pulling the offender's fingers straight back toward the offender's elbow. This hold can be applied on either hand.



#### Groin Lift

The groin lift is used to remove a resisting offender from a wall or move him through a doorway. The soldier approaches the offender from the rear. He steps forward and places his left foot next to the offender's left foot. He grasps the offender's left wrist with his left hand, pulling the offender's hand sharply down between the offender's legs. The soldier then grasps the offender's left hand with his right hand and pulls the offender's arm up into the offender's groin. He reaches with his left hand and grabs the offender's shoulder or collar. He can then move the offender forward or backward by lifting the offender's arm against the offender's groin as he pushes down on the offender's shoulder with his left hand.



## ANNEX C

### APPENDIX 6 (COME-ALONG TECHNIQUES) TO ANNEX C (RIOT BATONS)



#### Baton Come-Along

For the baton come-along the soldier grasps the center of the baton with his right hand. He approaches the offender from behind. He rotates the baton to a position parallel with his right arm and pointed toward the offender. He thrusts the baton between the offender's legs. He rotates his right hand so that his palm is turned up. He then pulls back and up, placing the baton across the offender's upper thighs.

The soldier reaches up with his left hand and grasps the offender's collar near the back of his neck. To move the offender, the soldier keeps his right hand as straight as possible and exerts upward pressure from the shoulder. Simultaneously, he pushes forward with his left hand. This keeps the offender on his toes and off balance to his front.



## ANNEX C

### APPENDIX 6 (COME-ALONG TECHNIQUES) TO ANNEX C (RIOT BATONS)

---

#### Hammerlock Come-Along

For the hammerlock come-along the soldier holds the baton in his right hand. He steps forward with his right foot and between the offender's left arm and body. As the baton passes to the rear of the offender's body, the soldier pushes up and to the rear. He steps forward with his left foot to the outside of the offender's left foot. He then reaches across the offender's left shoulder with his left hand and grasps the striking end of the baton. Pivoting on the ball of his left foot, he moves to the offender's left rear. At the same time, he presses down with his left hand on the striking end of the baton in the direction of the offender's left front. He also presses up on the grip end of the baton with his right hand. This bends the offender well forward at the waist.



## ANNEX C

### APPENDIX 6 (COME-ALONG TECHNIQUES) TO ANNEX C (RIOT BATONS)

---

After the offender has been subdued, the soldier holds the baton firmly with his right hand and releases with his left hand. He reaches across the striking end of the baton with his left hand and grasps the right side of the offender's face under the jaw bone and forces the offender's face to the left, straightening him up. To apply pressure, he presses down on the striking end of the baton with his left upper arm and pulls up on the grip of the baton with his right hand.





## ANNEX D

### APPENDIX 1 (URBAN PATROLS) TO ANNEX D (URBAN TACTICS)

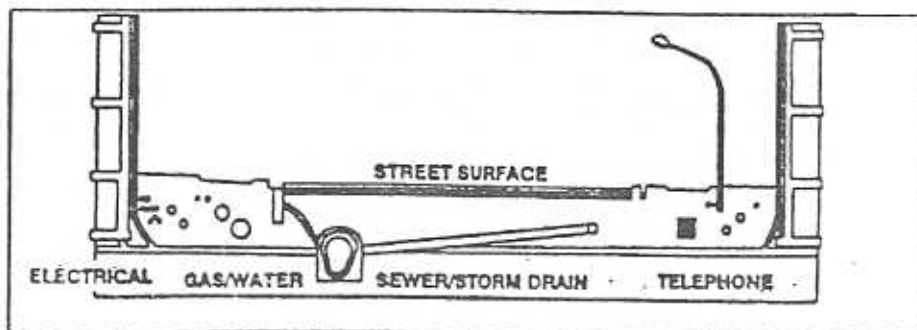
*SPECIAL NOTE: Consistent with the controlling principle that use of minimum force is of paramount importance, all National Guard personnel are reminded to use prudent judgement when applying urban tactics in MACDIS operations.*

#### SUBTERRANEAN OPERATIONS

*Knowledge of the nature and location of underground facilities is of great value to both the urban attacker and defender. To exploit the advantages of underground facilities, a thorough reconnaissance is required.*

#### TACTICAL VALUE

In large cities, subterranean features include sunken garages, underground passages, subway lines, utility tunnels, sewers, and storm drains. Most of these features allow the movement of many troops. Even in smaller European towns, sewers and storm drains permit soldiers to move beneath the fighting and surface behind the enemy.



- a. Subterranean passages provide the attacker with covered and concealed routes into and through built-up areas. This enables the enemy to launch his attack along the roads that lead into the city while infiltrating a smaller force in the defender's rear. The objective of this attack is to quickly insert a unit into the defender's rear, thereby, disrupting his defense and obstructing the avenues of withdrawal for his forward defense.
- b. Depending upon the strength and depth of the defense, the attack along the subterranean avenue of approach could easily become the main attack. Even if the subterranean effort is not immediately successful, it forces the defender to fight on two levels and to extend his resources to more than just street-level fighting.
- c. The existence of subterranean passages forces the defender to defend the built-up area above and below ground. Passages are more of a disadvantage to the defender than the attacker. However, subterranean passages also offer some advantages. When thoroughly reconnoitered and controlled by the defender, subterranean passages provide excellent covered and concealed routes to move reinforcements or to launch counterattacks. They also provide ready-made lines of communication for the movement of supplies and evacuation of casualties, and provide places to cache supplies for forward companies. Subterranean passages also offer the defender a ready-made conduit for communications wire, which protects it from tracked vehicles and indirect fire.

## ANNEX D

### APPENDIX 1 (URBAN PATROLS) TO ANNEX D (URBAN TACTICS)

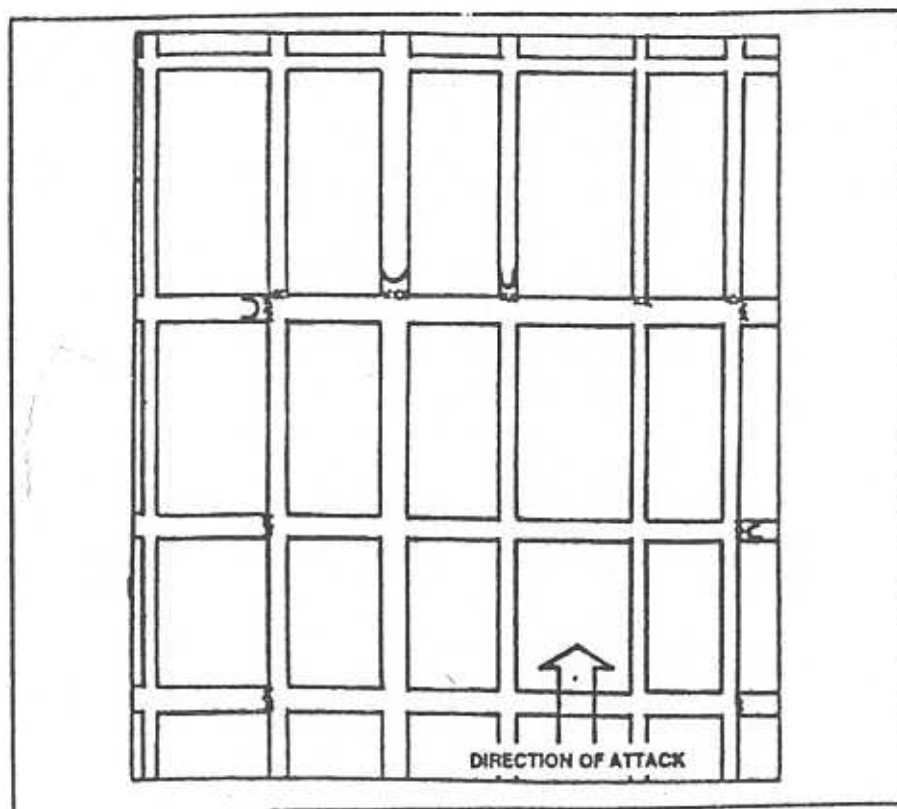
---

#### DENIAL TO THE ENEMY

Subterranean passages are useful to the defender only to the extent that the attacker can be denied their use. The defender has an advantage in that, given the confining, dark environment of these passages, a small group of determined soldiers in a prepared position can defeat a numerically superior force.

a. Tunnels afford the attacker little cover and concealment except for the darkness and any man-made barriers. The passageways provide tight fields of fire and amplify the effort of grenades. Obstacles at intersections in the tunnels set up excellent ambush sites and turn the subterranean passages into a deadly maze. These obstacles can be quickly created using chunks of rubble, furniture, and parts of abandoned vehicles.

b. A through reconnaissance of the subterranean or sewer system must be made first. To be effective, obstacles must be located at critical intersections in the passage network so they trap attackers in a kill zone but allow defenders freedom of movement.



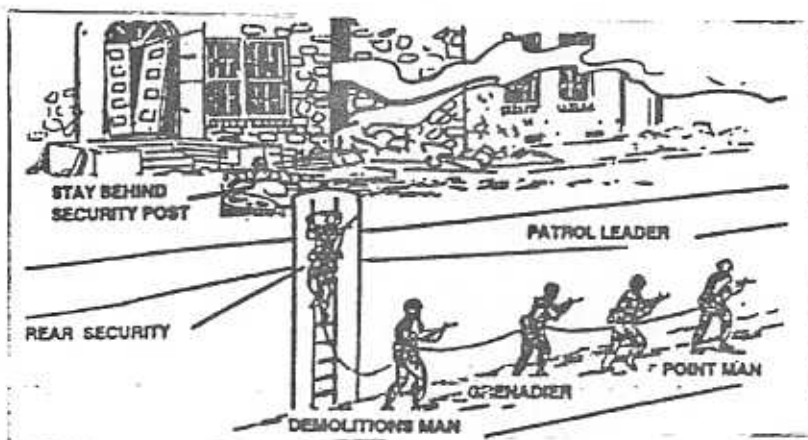
## ANNEX D

### APPENDIX 1 (URBAN PATROLS) TO ANNEX D (URBAN TACTICS)

#### SUBTERRANEAN RECONNAISSANCE TECHNIQUES

The local reconnaissance mission (platoon or company area of responsibility) should be given to a squad-size element (six or seven personnel). Enough soldiers are in a squad to gather the required data without getting in each other's way in the confines of the tunnel. Only in extremely large subterranean features should the size of a patrol be increased.

a. The patrol unit leader should organize his patrol with two riflemen, one tasked with security to the front (the point man) and one tasked with security to the rear. The patrol leader moves directly behind the point man, and navigates and records data collected by the patrol. The grenadier should follow the patrol unit leader, and the demolitions man should follow the grenadier. Two riflemen should be left as a security post at the point of entry. They are responsible for detecting enemy who come upon the patrol unit's rear and for serving as the communications link between the patrol unit leader and his higher headquarters.



b. The patrol unit leader should carry a map, compass, street plan, and notebook in which he has written the information he must gather for the platoon leader. The grenadier should carry the tools needed to open manhole covers. If the patrol is to move more than 200 to 300 meters or if the platoon leader directs, the grenadier should also carry a sound-powered telephone (TA-1) and wire dispenser (XM-306A) for communications. (Radios are unreliable in this environment). The point man should be equipped with night vision goggles to maintain surveillance within the sewer.

c. All soldiers entering the sewer should carry a sketch of the sewer system to include magnetic north, azimuths, distances, and manholes. They should also carry protective masks, flashlights, gloves, and chalk for marking features along the route. The patrol should also be equipped with a 120-foot safety rope to which each man is tied. To improve their footing in slippery sewers and storm drains, the members of the patrol unit should wrap chicken wire or screen wire around their boots.

## ANNEX D

### **APPENDIX 1 (URBAN PATROLS) TO ANNEX D (URBAN TACTICS)**

---

d. A constant concern to troops conducting a subterranean patrol is chemical defense. Enemy chemical agents used in tunnels are encountered in dense concentrations, with no chance of dispersement. The M8 automatic chemical agent alarm system, carried by the point man, provides instant warning of the presence of chemical agents. At the first indication that harmful gases are present, the patrol should mask.

e. In addition to enemy chemical agents, noxious gases from decomposing sewage can also pose a threat. These gases are not detected by the M8 chemical agent alarm system, nor are they completely filtered by the protective mask. Physical signs that indicate their presence in harmful quantities are nausea and dizziness. The patrol leader should be constantly alert to these signs and know the shortest route to the surface for fresh air.

f. Once the patrol is organized and equipped, it moves to the entrance of the tunnel, which is usually a manhole. With the manhole cover removed, the patrol waits 15 minutes before entry to allow any gases to dissipate. Then the point man descends into the tunnel to determine whether the air is safe to breathe and if movement is restricted. The point man should remain in the tunnel for 10 minutes before the rest of the patrol follows. If he becomes ill or is exposed to danger, he can be pulled out by the safety rope.

g. When the patrol is moving through the tunnel, the point man moves about 10 meters in front of the patrol leader. Other patrol members maintain 5-meter intervals. If the water in the tunnel is flowing faster than 2.5 meters per second or if the sewer contains slippery obstacles, those intervals should be increased to prevent all patrol members from falling if one man slips. All patrol members should stay tied into the safety rope so that they can easily be retrieved from danger. The rear security man marks the route with chalk so other troops can find the patrol.

h. The patrol leader should note the azimuth and pace count of each turn he takes in the tunnel. When he encounters a manhole to the surface, the point man should open it and determine the location, which the patrol leader then records. The use of recognition signals prevents friendly troops from accidentally shooting the point man as he appears at the manhole.

i. Once the patrol has returned and submitted its report, the platoon leader must decide how to use the tunnel. In the offense, the tunnel could provide a covered route to move behind the enemy's defenses. In the defense, the tunnel could provide a covered passage between positions. In either case, the patrol unit members should act as guides along the route.

j. If the tunnel is to be blocked, the platoon should emplace concertina wire, and early warning devices. A two-man position established at the entrance of the sewer provides security against enemy trying to approach the platoon's defense and should be abandoned when the water rises. It should be equipped with command-detonated illumination. While listening for the enemy, soldiers manning this position should not wear earplugs (they should be put in ears just before firing). The confined space amplifies the sounds of weapons firing to a dangerous level. The overpressure from grenades, mines, and booby traps exploding in a sewer or tunnel can have adverse effects on friendly troops such as ruptured eardrums and wounds from flying debris. Also, gases found in sewers can be ignited by the blast effects of these munitions. For these reasons, small-arms weapons should be employed in tunnels and sewers. Friendly personnel should be outside of tunnels or out of range of the effects when demolitions are detonated. Soldiers should mask at the first sign of chemical threat.

## ANNEX D

### APPENDIX 1 (URBAN PATROLS) TO ANNEX D (URBAN TACTICS)

---

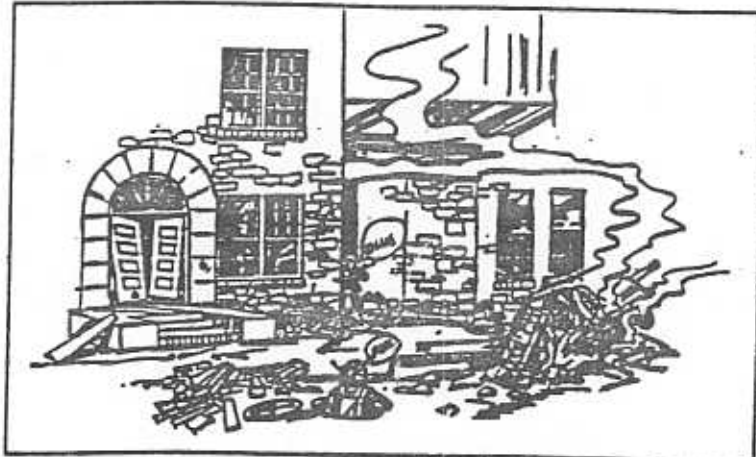
#### PSYCHOLOGICAL CONSIDERATIONS

Combat operations in subterranean passages are much like night combat operations. The psychological factors that affect soldiers during night operations reduce confidence, cause fear, and increase a feeling of isolation. This feeling of isolation is further magnified by the tight confines of the tunnels. The layout of tunnels could require greater dispersion between positions than is usual for operations in wooded terrain.

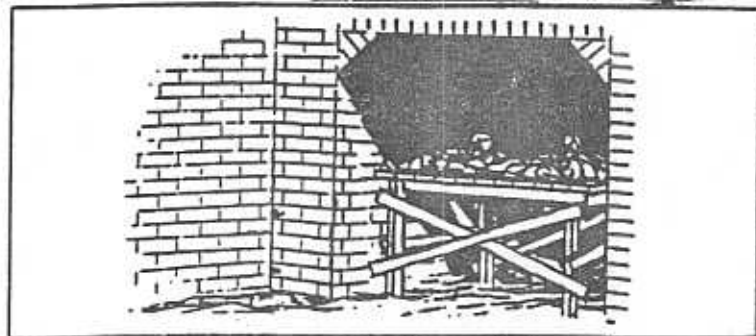
a. Leaders must enforce measures to dispel the feelings of fear and isolation experienced by soldiers in tunnels. These measures include leadership training, physical and mental fitness, sleep discipline, and stress management.

b. Leaders maintain communication with soldiers manning positions in the tunnels either by personal visits or by field telephone. Communications inform leaders of the tactical situation as well as the mental state of their soldiers. Training during combat operations is limited; however, soldiers manning positions below ground should be given as much information as possible on the organization of the tunnels and the importance of the mission. They should be briefed on contingency plans and alternate positions should their primary positions become untenable.

c. Physical and mental fitness can be maintained by periodically rotating soldiers out of tunnels so they can stand and walk in fresh air and sunlight. Stress management is also a factor of operations in tunnels. Historically, combat in built-up areas has been one of the most stressful forms of combat. Continuous darkness and restricted maneuver space cause more stress to soldiers than street fighting.



Recognition signals.



Two-man position established at the entrance to a sewer.

## ANNEX D

### APPENDIX 2 (MOVEMENT TECHNIQUES) TO ANNEX D (URBAN TACTICS)

---

#### FUNDAMENTAL COMBAT SKILLS

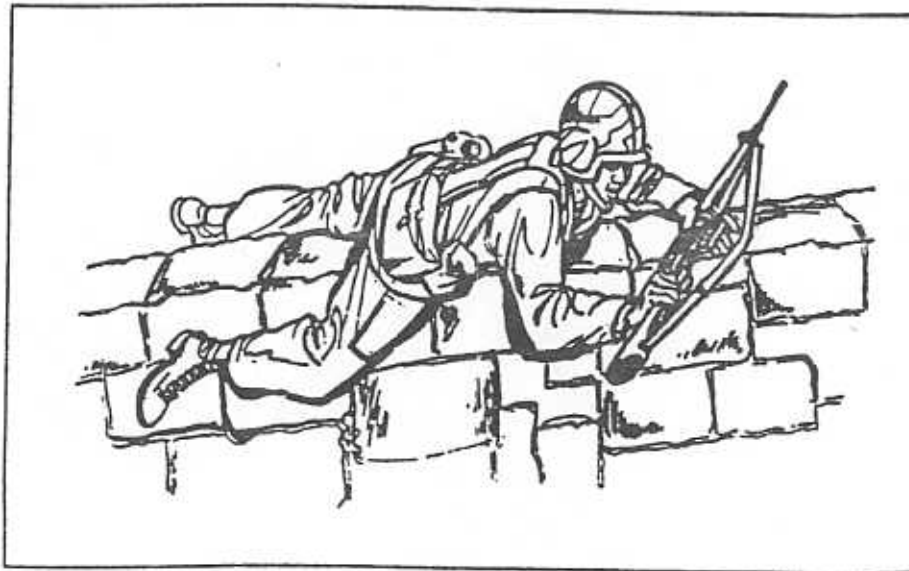
*Successful combat operations in built-up areas depend on the proper employment of the rifle squad. Each member must be skilled in the techniques of combat in built-up areas: moving, entering buildings, clearing buildings, employing hand grenades, selecting and using firing positions, navigating in built-up areas, and camouflaging. Soldiers must remember to remain in buddy teams when moving through a MOUT environment.*

#### MOVEMENT

Movement in built-up areas is the first fundamental skill the soldier must master. Movement techniques must be practiced until they become habitual. To reduce exposure to enemy fire, the soldier avoids silhouetting himself, avoids open areas, and selects his next covered position before movement.

#### CROSSING OF A WALL

Each soldier must learn the correct method of crossing a wall. After he has reconnoitered the other side, he quickly rolls over the wall, keeping a low silhouette. The speed of his move and a low silhouette deny the enemy a good target.





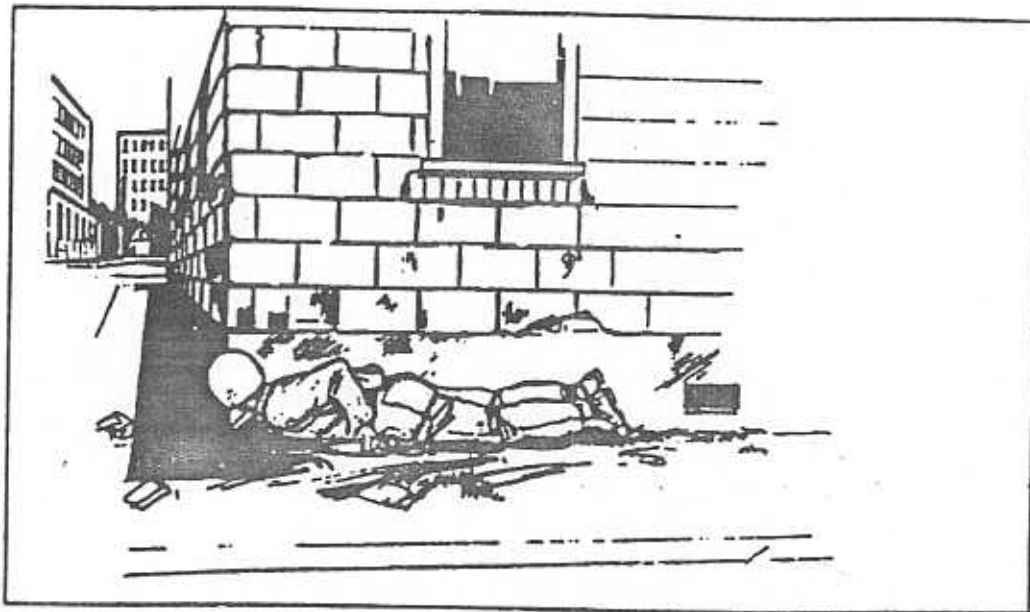
## ANNEX D

### APPENDIX 2 (MOVEMENT TECHNIQUES) TO ANNEX D (URBAN TACTICS)

---

#### MOVEMENT AROUND CORNERS

The area around a corner must be observed before the soldier moves beyond it. The most common mistake a soldier makes at a corner is allowing his weapon to extend beyond the corner, exposing his position. He should show his head below the height an enemy soldier would expect to see it.



## ANNEX D

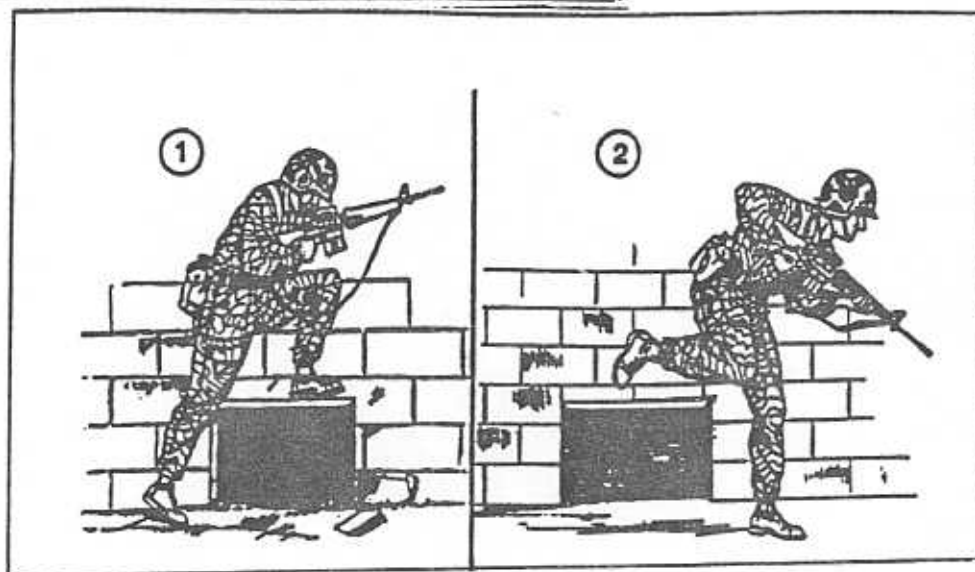
### APPENDIX 2 (MOVEMENT TECHNIQUES) TO ANNEX D (URBAN TACTICS)

#### MOVEMENT PAST WINDOWS

Windows present another hazard to the soldier and small-unit leader. The most common mistake in passing a window is exposing the head. If the soldier shows his head an enemy gunner inside the building could engage him through the window without exposing himself to friendly covering fires.

a. When using the correct technique for passing a window, the soldier stays below the window level. He makes sure he does not silhouette himself in the window; he "hugs" the side of the building. An enemy gunner inside the building would have to expose himself to covering fires if he tried to engage the soldier.

b. The same techniques used in passing first-floor windows are used when passing basement windows; however, the most common mistake in passing a basement window is not being aware of it. A soldier should not walk or run past a basement window, since he presents a good target to an enemy gunner inside the building. When using the correct procedure for negotiating a basement window, the soldier stays close to the wall of the building and steps or jumps past the window without exposing his legs.





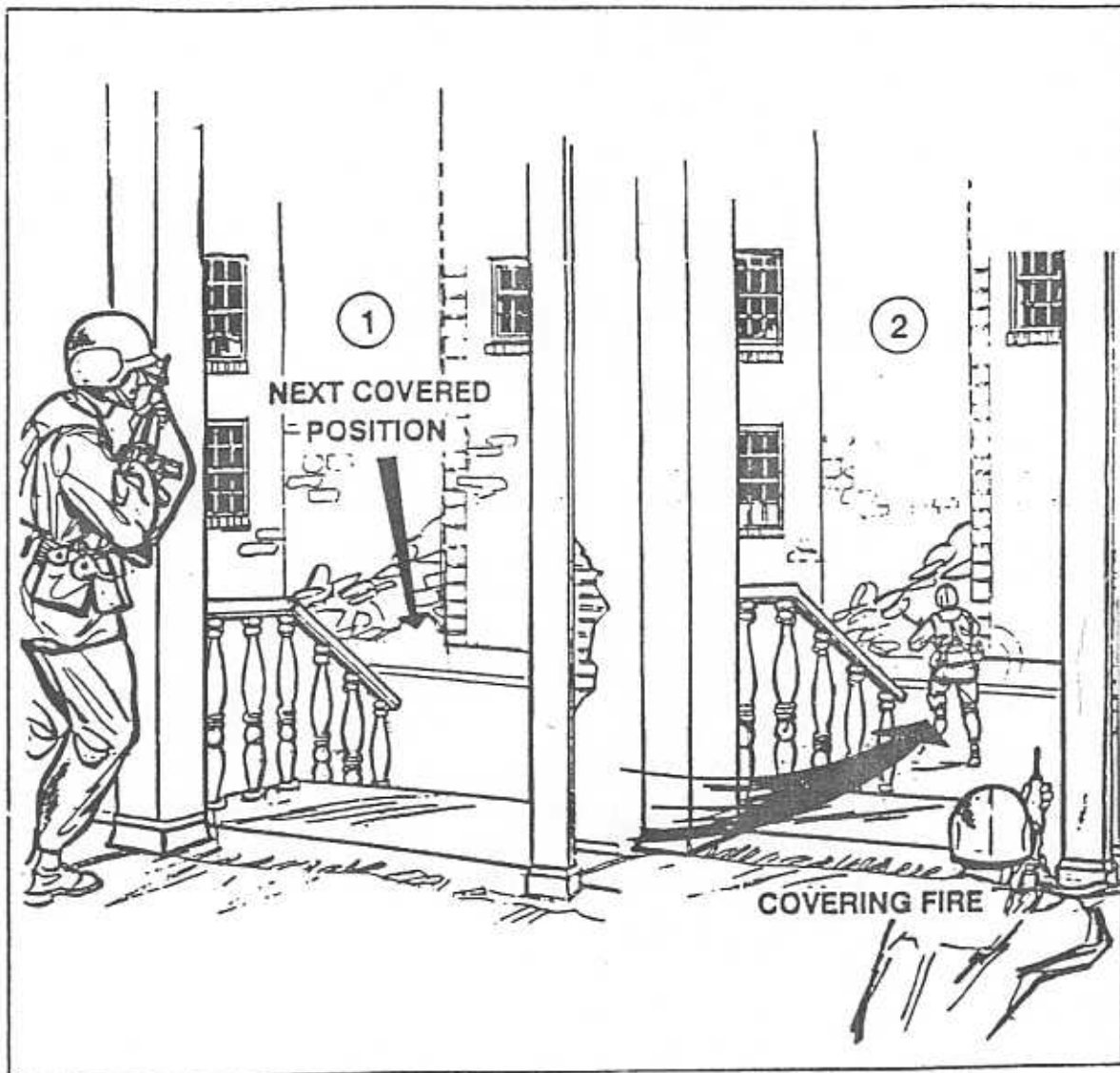
## ANNEX D

### APPENDIX 2 (MOVEMENT TECHNIQUES) TO ANNEX D (URBAN TACTICS)

---

#### USE OF DOORWAYS

Doorways should not be used as entrances or exits since they are normally covered by enemy fire. If a soldier must use a doorway as an exit, he should move quickly through it to his next position, staying as low as possible to avoid silhouetting himself. Preselection of positions, speed, a low silhouette, and the use of covering fires must be emphasized in exiting doorways.



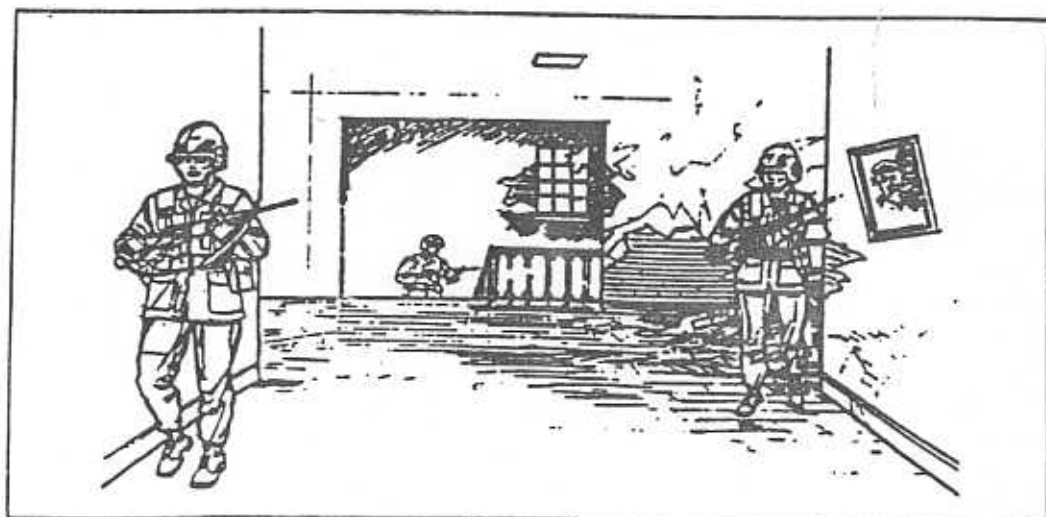
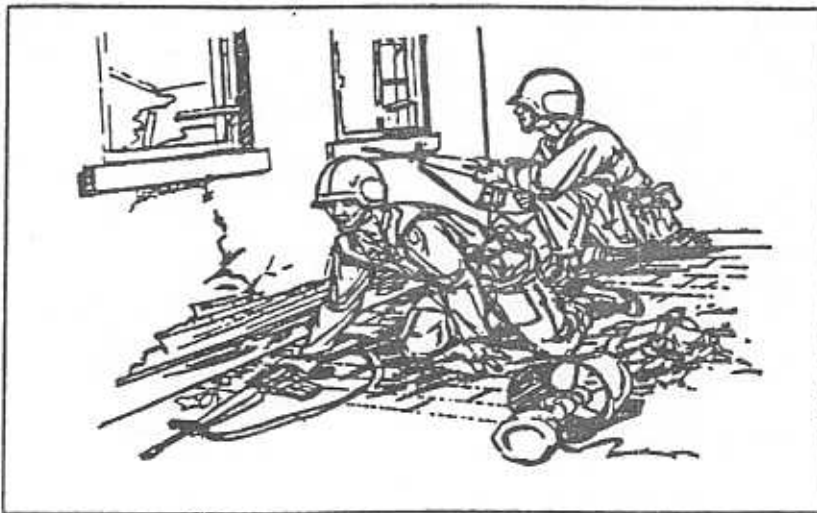
## ANNEX D

### APPENDIX 2 (MOVEMENT TECHNIQUES) TO ANNEX D (URBAN TACTICS)

---

#### MOVEMENT INSIDE A BUILDING

When moving inside a building that is under attack, the soldier avoids silhouetting himself in doors and windows. If forced to use a hallway, he must stay against the wall to avoid presenting a target to the enemy. When operating under precision MOUT conditions, movement techniques may be modified or omitted based on the ROE in effect.



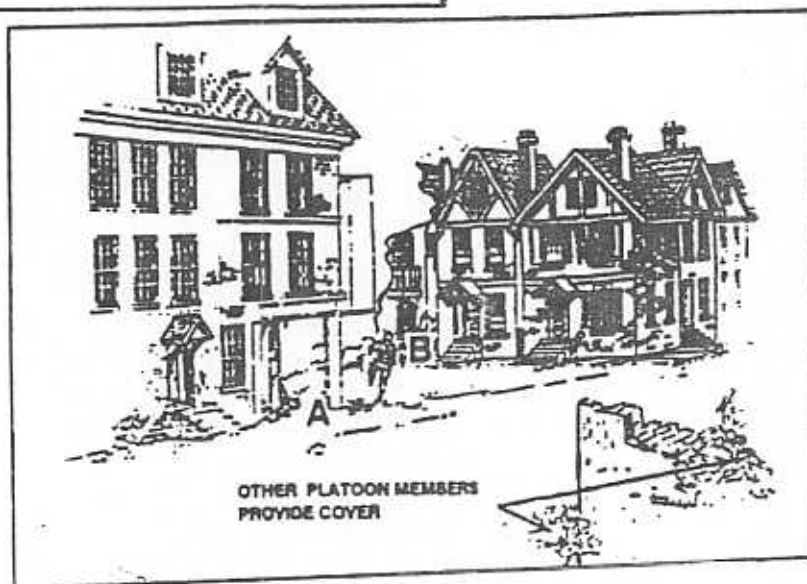
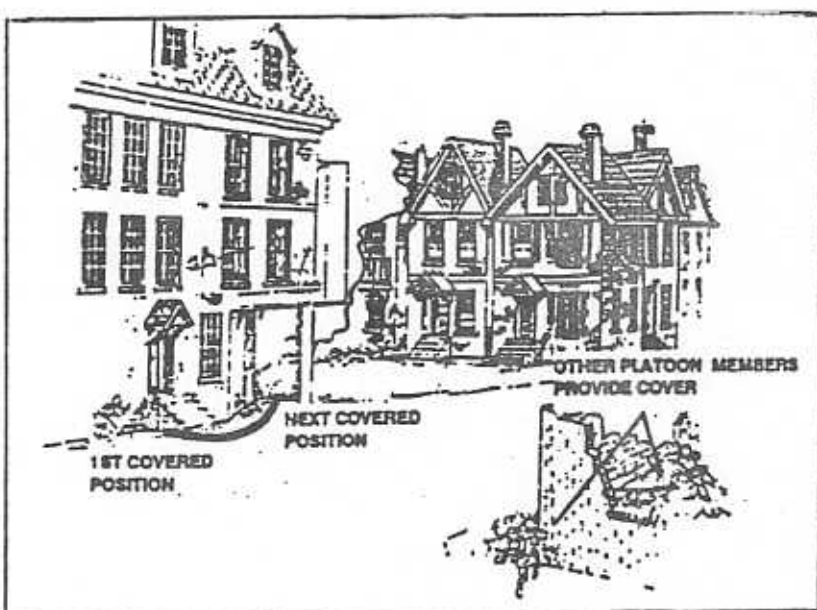
## ANNEX D

### APPENDIX 2 (MOVEMENT TECHNIQUES) TO ANNEX D (URBAN TACTICS)

---

#### MOVEMENT PARALLEL TO BUILDINGS

Soldiers and small units may not always be able to use the inside of buildings as a route of advance. Therefore, they must move on the outside of the buildings. Smoke and covering fires, and cover and concealment should be used to hide movement. In correctly moving on the outside of a building, the soldier "hugs" the side of the building, stays in the shadow, presents a low silhouette, and moves rapidly to his next position. If an enemy gunner inside the building fires on a soldier, he exposes himself to fire from other squad members. Furthermore, an enemy gunner farther down the street would have difficulty detecting and engaging the soldier.



## ANNEX D

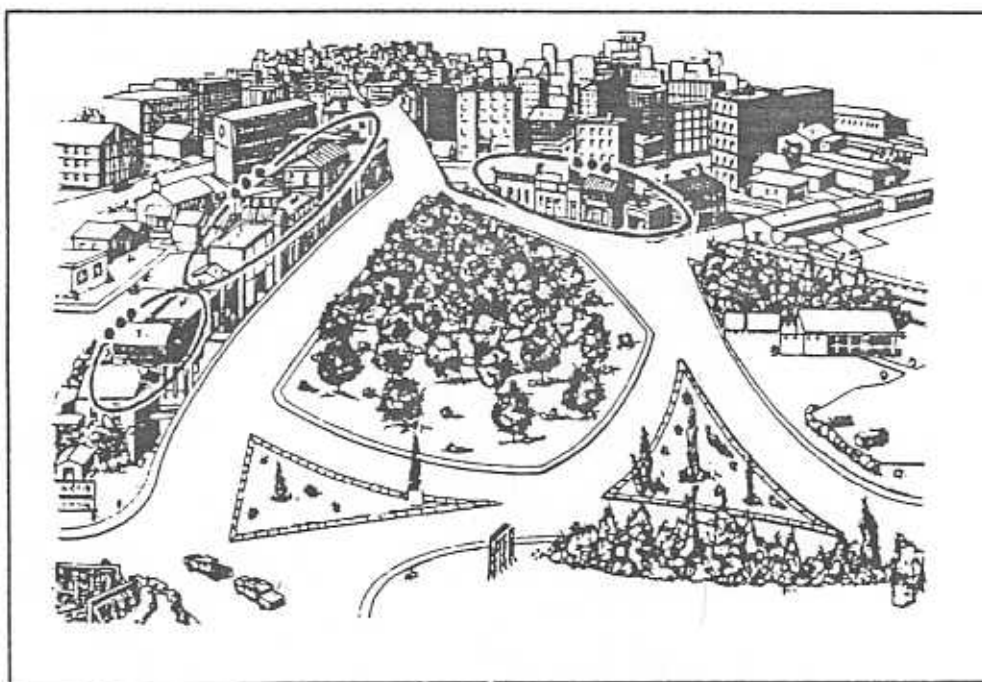
### APPENDIX 3 (DEFENSE OF A TRAFFIC CIRCLE) TO ANNEX D (URBAN TACTICS)

## DEFENSE OF A TRAFFIC CIRCLE

A rifle company or company team may be assigned the mission of defending a key traffic circle in a built-up area to prevent the enemy from seizing it.

a. The company commander with this mission should analyze enemy avenues of approach and buildings that dominate those avenues. He should plan all possible fire power on the traffic circle itself and on the approaches to it. He should also plan for all-round defense of the buildings that dominate the traffic circle to prevent encirclement. The commander should prepare as many covered and concealed routes between these buildings as possible. This makes it easier to mass or shift fires, and to execute counterattacks.

b. Obstacles can also deny the enemy the use of the traffic circle. Obstacle planning in this case must consider if friendly forces are supposed to use the traffic circle.

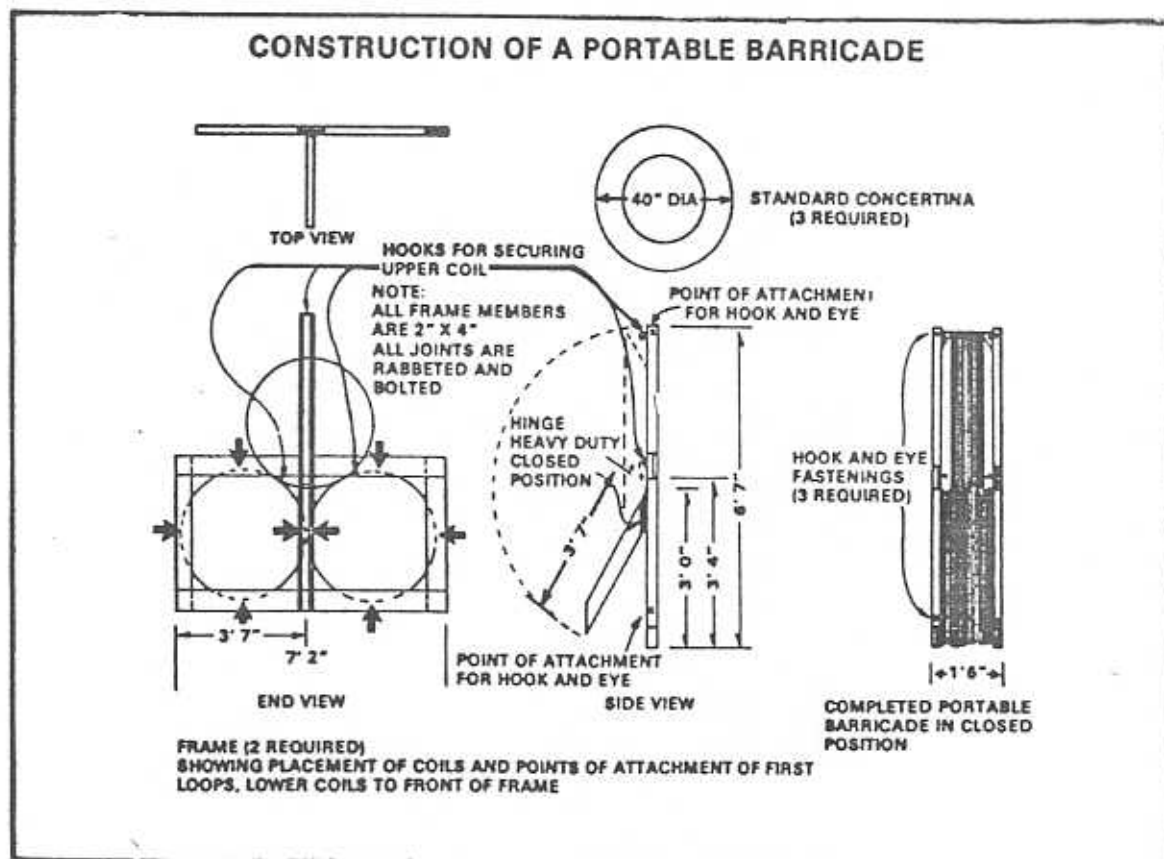


## ANNEX D

### APPENDIX 4 (OBSTACLES) TO ANNEX D (URBAN TACTICS)

#### CONSTRUCTION OF A PORTABLE BARRICADE

Portable barricades of sawhorses, ropes, and other field expedient devices can be used to impede pedestrian traffic. Concertina wire is a suitable material for rapidly constructed, effective barricades. But concertina wire is used only under the most serious circumstances. And then it is used sparingly, because it is indicative of violent disorders.



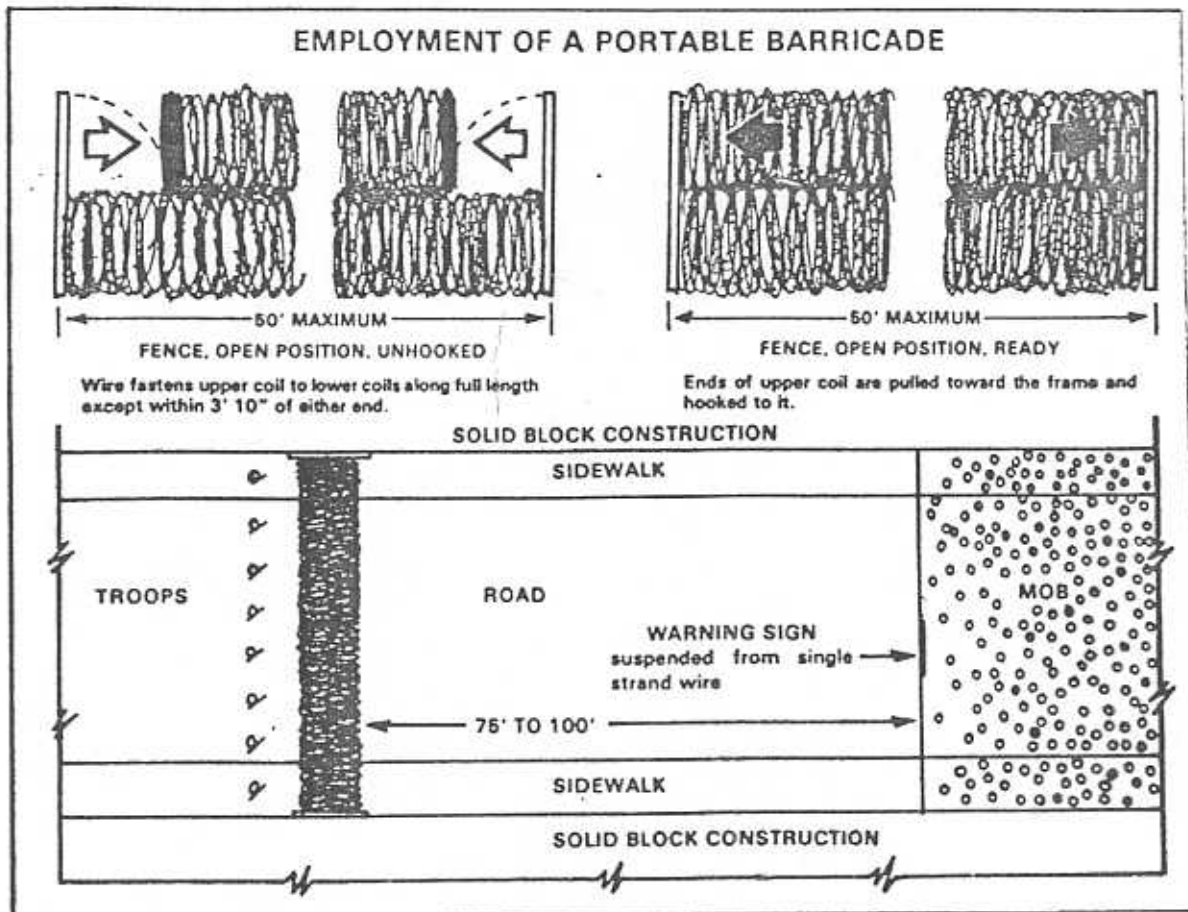
## ANNEX D

### APPENDIX 4 (OBSTACLES) TO ANNEX D (URBAN TACTICS)

#### EMPLOYMENT OF A PORTABLE BARRICADE

Roadblocks that cannot be easily breached by vehicles require large and heavy construction materials. Barrier materials are loaded on staged trucks for rapid emplacement. A quickly-erected barrier can be made by parking vehicles bumper-to-bumper. However, the vehicles may be damaged by a hostile crowd. A vehicle-mounted barricade is useful both as a barricade and as part of a formation. It can be made locally by fitting wire-covered wood or metal frame on the bumper of a vehicle. More permanent roadblocks can be made from 55-gallon drums filled with water or earth. Sandbags, earthworks, and trees can also be used to block roads. Several roadblocks placed at intervals of 25 to 50 feet will usually prevent breaches by heavy or high-speed vehicles. If small arms fire is likely, barricades and roadblocks must provide cover. Approaches to the position must be illuminated without silhouetting the people manning it. Auxiliary lighting may include hand-carried lights, vehicle mounted searchlights, spotlights, floodlights, flashlights, and vehicle headlights. Canvas or sandbags should cover materials that could chip or shatter when hit by thrown objects. And signs must be placed in front of the position to warn unauthorized personnel not to approach.

Perimeter patrols are useful to prevent entry and exit from the disturbance area of people or groups trying to bypass barricades and roadblocks. These patrols operate along the outer operational boundary of the disturbance area. Their routes can be integrated with patrol routes within the disturbance area.





## ANNEX E

### APPENDIX 1 (AREA ANALYSIS) TO ANNEX E (AREA/BUILDING CHARACTERISTICS)

#### URBAN ANALYSIS

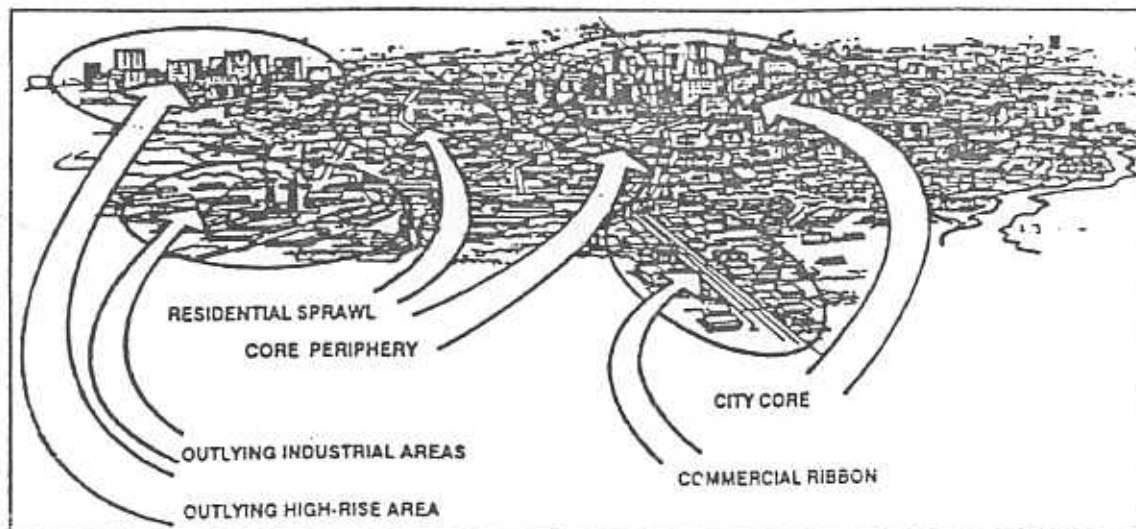
*Intelligence preparation of the battlefield (IPB) is key to all operations conducted in built-up areas—intelligence is an important part of every combat decision. To succeed as fighters in built-up areas, commanders and leaders must know the nature of built-up areas. They must analyze its effect on both enemy and friendly forces. The focus of the material presented will be on those issues of urban analysis that commanders and their staffs must be aware of before conducting the IPB process. (For a detailed explanation of IPB in the urban battle, see FM 34-130).*

#### MODELS OF BUILT-UP AREAS

Each model of an urban area has distinctive characteristics. Most urban areas resemble the generalized model shown below.

#### REGIONAL URBAN CHARACTERISTICS

Cities of the world are characterized by density of construction and population, street patterns, compartmentalization, affluent and poor sections, modernization, and presence of utility systems. The differences in built-up areas are in size, level of development, and style.



## ANNEX E

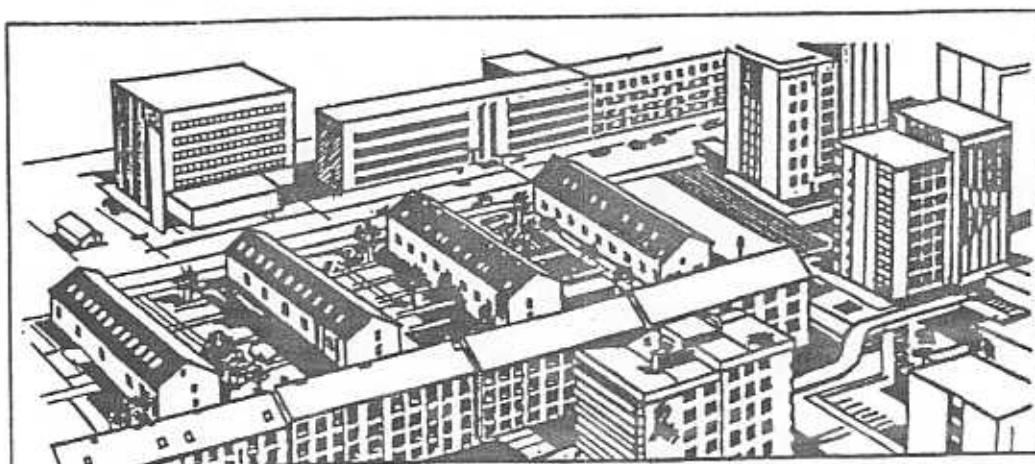
### APPENDIX 1 (AREA ANALYSIS) TO ANNEX E (AREA/BUILDING CHARACTERISTICS)

---

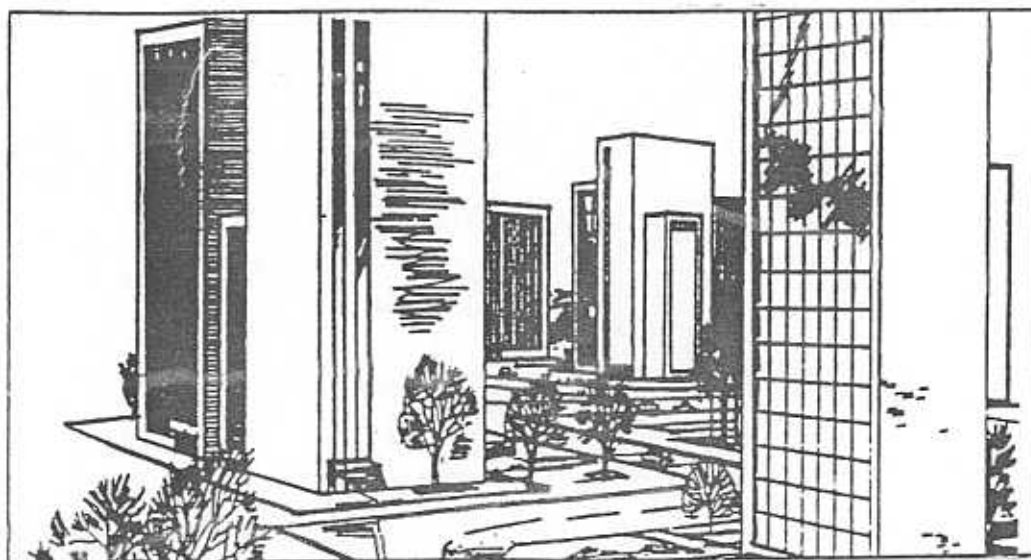
#### CHARACTERISTICS OF URBAN AREAS

A typical urban area consists of the city core, commercial ribbon, core periphery, residential sprawl, outlying industrial areas, and outlying high-rise areas.

a. In most cities, the core has undergone more recent development than the core periphery. As a result, the two regions are often quite different. Typical city cores of today are made up of high-rise buildings, which vary greatly in height. Modern planning for built-up areas allows for more open spaces between buildings than in old city cores or in core peripheries. Outlying high-rise areas are dominated by this open construction style more than city cores.



City core.



Outlying high-rise area.



## ANNEX E

### APPENDIX 1 (AREA ANALYSIS) TO ANNEX E (AREA/BUILDING CHARACTERISTICS)

---

b. Commercial ribbons are rows of stores, shops, and restaurants that are built along both sides of major streets through built-up areas. Usually, such streets are 25 meters wide or more. The buildings are uniformly two to three stories tall--about one story taller than the dwellings on the streets behind them.



Commercial ribbons.

c. The core periphery consists of streets 12 to 20 meters wide with continuous fronts of brick or concrete buildings. The building heights are fairly uniform; 2 or 3 stories in small towns, 5 to 10 stories in large cities.



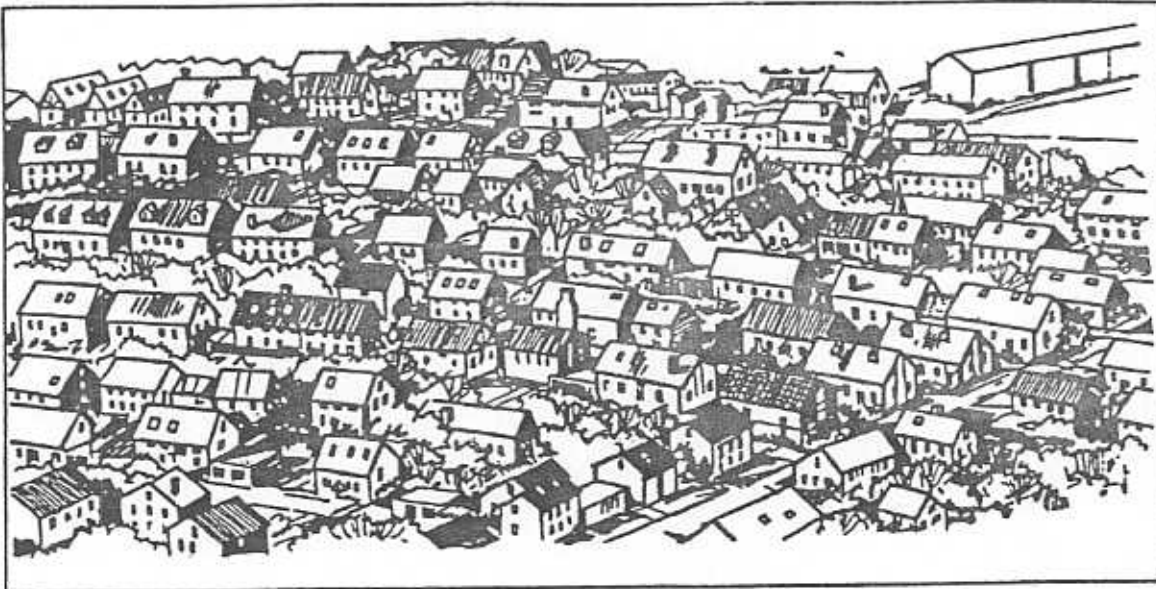
Core periphery.

## ANNEX E

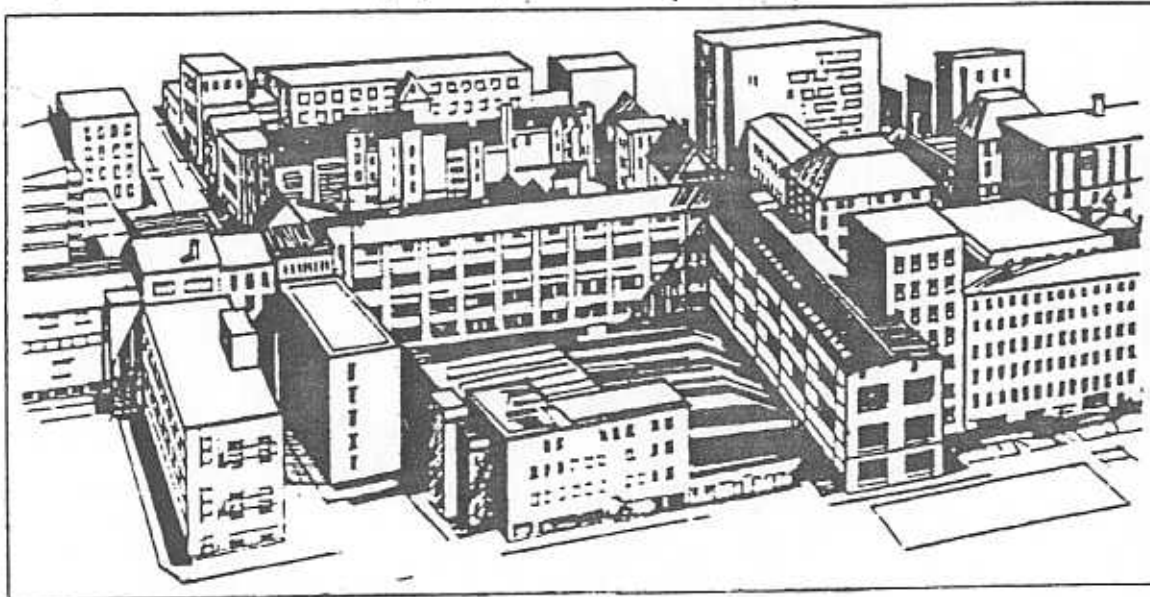
### APPENDIX 1 (AREA ANALYSIS) TO ANNEX E (AREA/BUILDING CHARACTERISTICS)

---

d. Residential sprawl and outlying industrial areas consist of low buildings that are 1 to 3 stories tall. Buildings are detached and arranged in irregular patterns along the streets with many open areas.



Residential sprawl.



Outlying industrial areas.

## ANNEX E

### APPENDIX 2 (BUILDING ANALYSIS) TO ANNEX E (AREA/BUILDING CHARACTERISTICS)

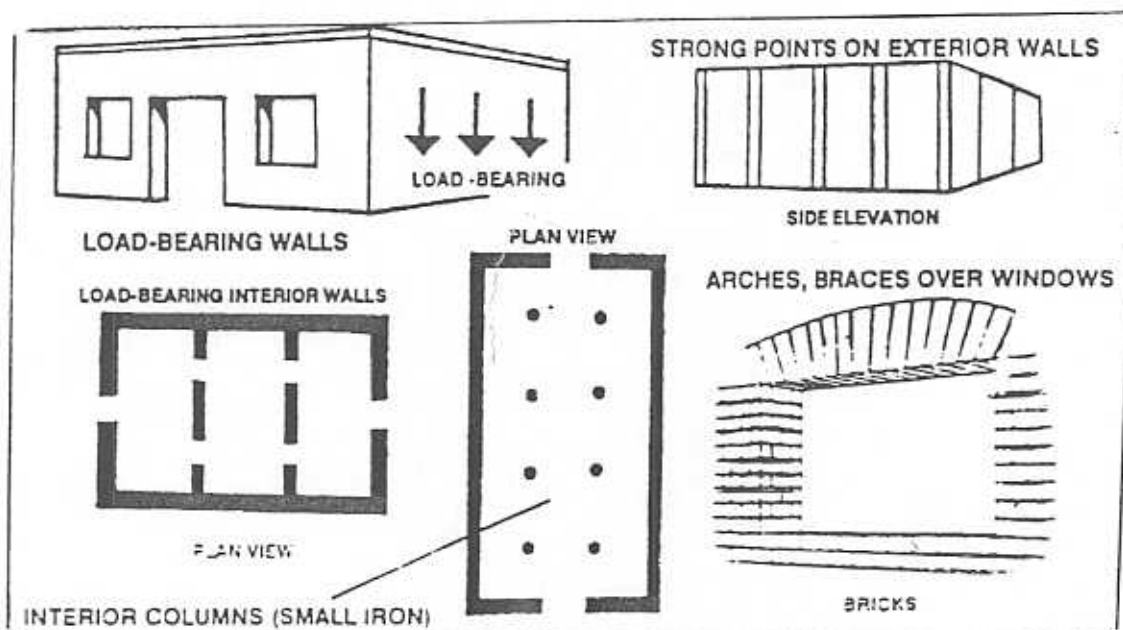
#### URBAN BUILDING ANALYSIS

*As in other types of operations, success in urban combat depends largely on the ability to analyze the military aspects of soldier's terrain. This appendix discusses in greater detail building analysis. Soldiers must be able to recognize certain terrain features when evaluating urban terrain. They must also be able to distinguish between mass-construction and framed buildings.*

#### TYPES OF MASS-CONSTRUCTION BUILDINGS

Mass-construction buildings are those in which the outside walls support the weight of the buildings and its contents. Additional support, especially in wide buildings, comes from using load-bearing interior walls, strongpoints (called pilasters) on the exterior walls, cast iron interior columns, and arches or braces over the windows and doors. Modern types of mass-construction buildings are wall and slab structures such as many modern apartments and hotels, and tilt-up structures commonly used for industry or storage. Mass-construction buildings are built in many ways:

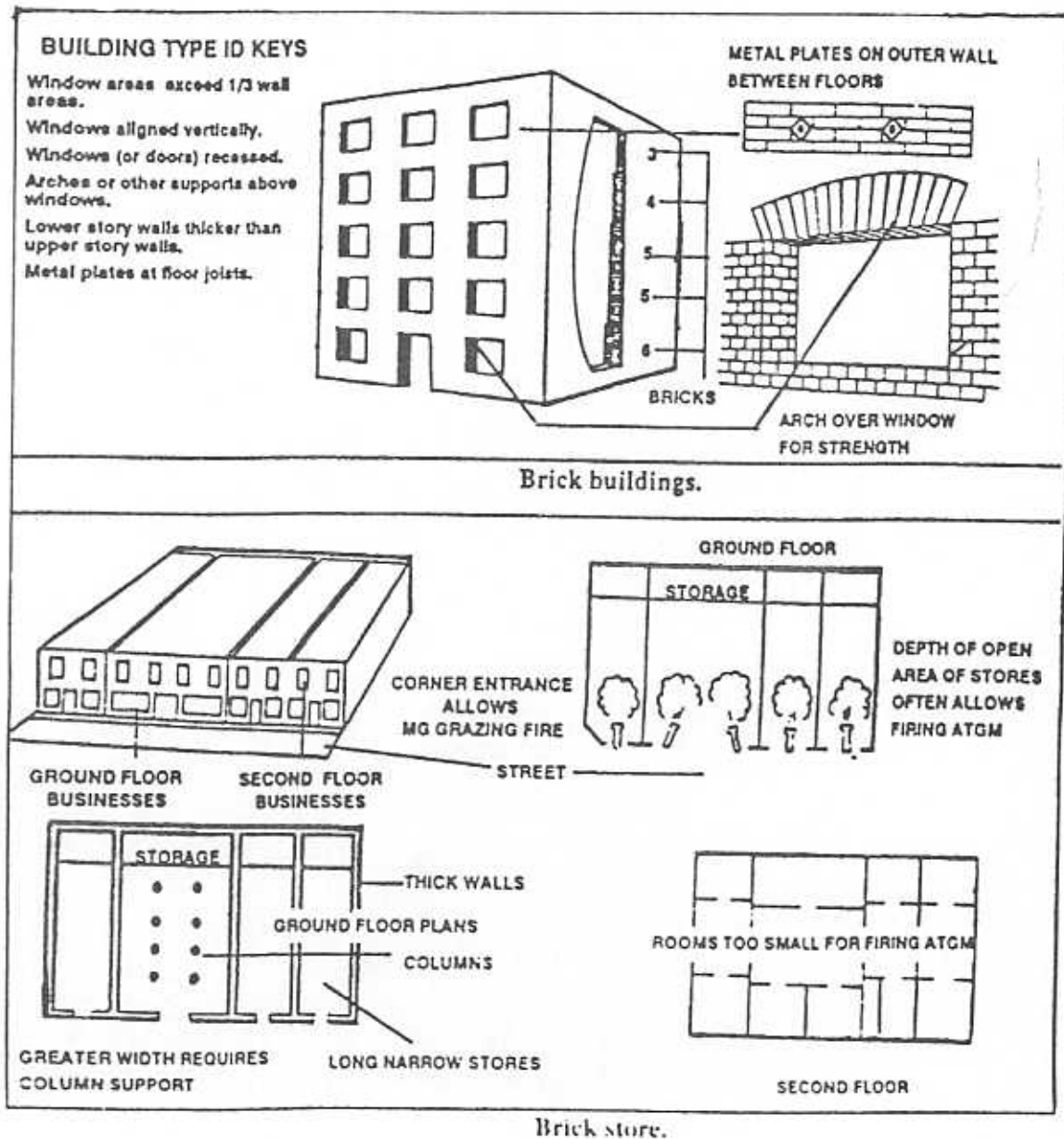
- \* The walls can be built in place using brick, block, or poured-in-place concrete.
- \* The walls can be prefabricated and "tilt-up" or reinforced-concrete panels.
- \* The walls can be prefabricated and assembled like boxes.



## ANNEX E

### APPENDIX 2 (BUILDING ANALYSIS) TO ANNEX E (AREA/BUILDING CHARACTERISTICS)

a. Brick buildings are the most common and most important of the mass-construction buildings. In Europe, brick buildings are commonly covered with a stucco veneer so that bricks do not show. One of the most common uses of brick buildings is the small store. These buildings are found in all built-up areas but are most common on the core periphery.



## ANNEX E

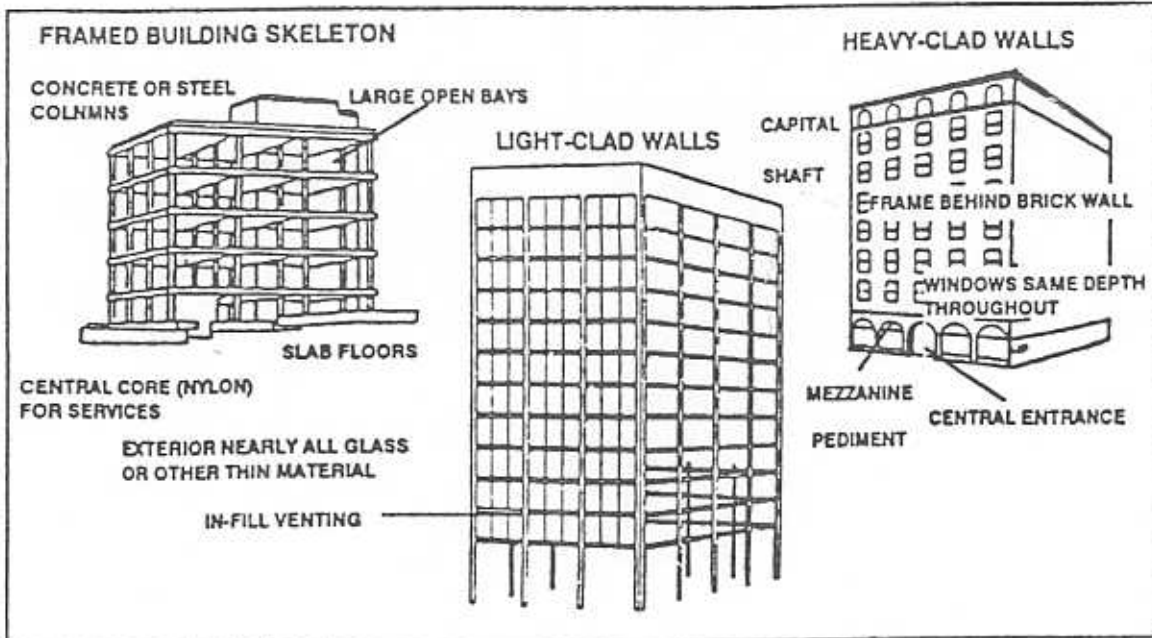
### APPENDIX 2 (BUILDING ANALYSIS) TO ANNEX E (AREA/BUILDING CHARACTERISTICS)

#### TYPES OF FRAMED BUILDINGS

Framed buildings are supported by a skeleton of columns and beams and are usually taller than frameless buildings. The exterior walls are not load-bearing and are referred to as either heavy clad or light clad. Another type of framed building often found in cities is the garage, which has no cladding.

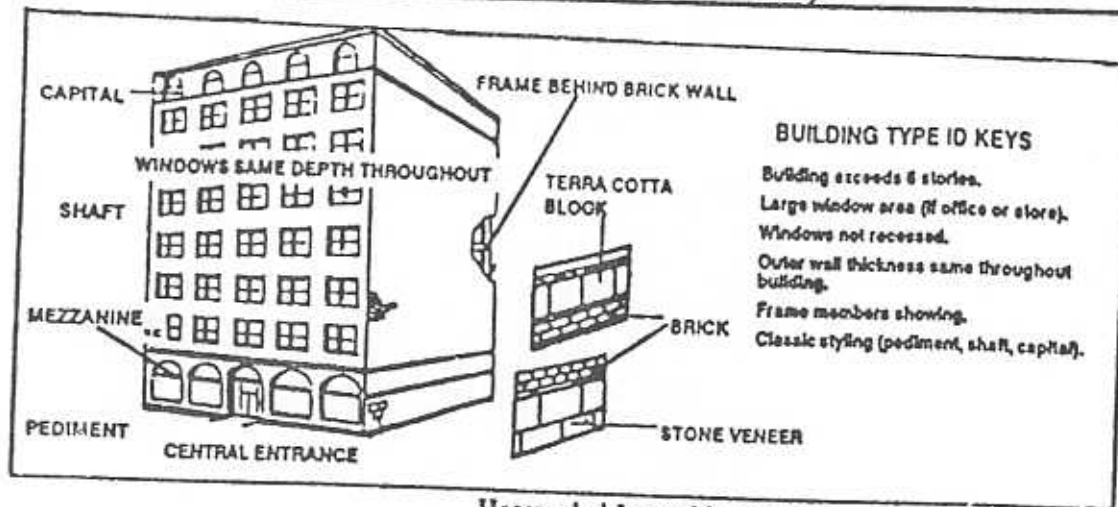
a. Heavy-clad buildings were common when framed buildings were first introduced. Their walls are made of brick and block that are sometimes almost as thick as frameless brick walls, although not as protective. Heavy-clad framed buildings are found in core and core periphery areas. They can be recognized by a classic style or architecture in which each building is designed with three sections--the pediment, shaft, and capital. Unlike the brick building, the walls are the same thickness on all floors, and the windows are set at the same depth throughout. Often the frame members (the columns) can be seen, especially at the ground floor. The cladding, consisting of layers of terra cotta blocks, brick, and stone veneer, does not provide as good a cover as the walls of brick buildings. It protects against small-arms fire and light shrapnel but does not provide much cover against heavy weapons.

(1) The floor plans of these buildings depend upon their functions. Office buildings normally have small offices surrounding an interior hall. These offices have the same dimensions as the distance between columns (some large offices are as large as two times the distance between columns). These rooms are too small to permit firing of ATGMs but do provide some cover for snipers or machine gunners.

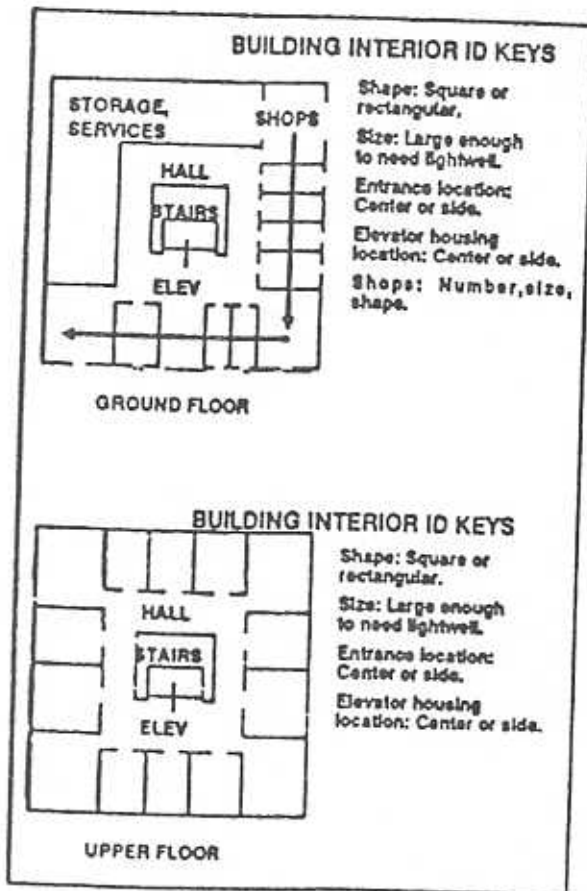


## ANNEX E

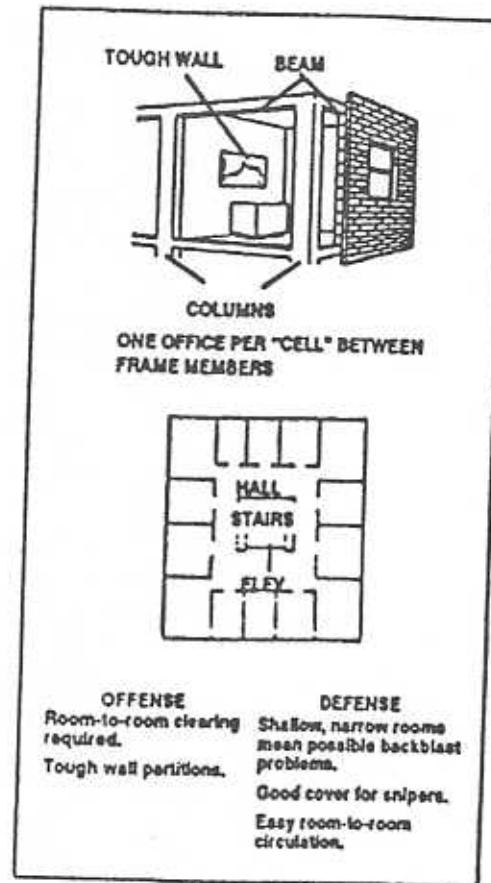
### APPENDIX 2 (BUILDING ANALYSIS) TO ANNEX E (AREA/BUILDING CHARACTERISTICS)



Heavy-clad framed building.



Floor plan of heavy-clad framed office building.



Heavy-clad framed office.



## ANNEX F

### APPENDIX 1 (CIVIL DISTURBANCE ANNOUNCEMENTS) TO ANNEX F (ANNOUNCEMENTS)

SAMPLE ANNOUNCEMENTS	
I. DISPERSAL	II. EMPLOYMENT OF TROOPS
<p><b>UNLAWFUL GATHERING</b></p> <p>"ATTENTION! ATTENTION! THIS AREA MUST BE CLEARED AT ONCE! NO FURTHER UNLAWFUL BEHAVIOR CAN BE TOLERATED. CLEAR THIS AREA AT ONCE OR THE NECESSARY FORCE TO DO SO WILL BE USED." *</p> <p><b>DEMONSTRATION</b></p> <p>"DISPERSE AND RETIRE PEACEABLY! DISPERSE AND RETIRE PEACEABLY! ATTENTION ALL DEMONSTRATORS!</p> <p>THE DEMONSTRATION IN WHICH YOU ARE PARTICIPATING ENDS AT _____ THE PERMIT THAT WAS AGREED TO BY THE LEADERS OF THE DEMONSTRATION EXPIRES AT THAT TIME. ALL DEMONSTRATORS MUST DEPART FROM THE _____ BY _____ ALL PERSONS WHO WISH TO LEAVE VOLUNTARILY CAN BOARD POSITIONED BUSES. THESE BUSES WILL GO TO THE _____ THOSE WHO WISH TO TAKE THE BUSES SHOULD MOVE TO THE _____ THOSE DEMONSTRATORS WHO DO NOT LEAVE VOLUNTARILY BY _____ WILL BE ARRESTED AND TAKEN TO A FEDERAL DETENTION CENTER. ALL DEMONSTRATORS ARE URGED TO ABIDE BY THE PERMIT." *</p> <p><b>WARNING OF LOOTING</b></p> <p>"RETURN TO YOUR HOMES! SOMEONE MAY BE LOOTING THEM AT THIS MOMENT! DURING A DISTURBANCE, CRIMINAL ACTIVITY IS AT ITS PEAK. YOUR FAMILY OR YOUR PROPERTY MAY BE IN DANGER!" *</p>	<p><b>EMPLOYMENT</b></p> <p>"ATTENTION! ATTENTION! TROOPS ARE PRESENT IN THIS AREA. THEY ARE PREPARING TO ADVANCE. ORDER MUST AND WILL BE MAINTAINED. DISPERSE PEACEABLY AND LEAVE THIS AREA. TO AVOID POSSIBLE INJURY, LEAVE AT ONCE</p> <p>DISPERSE NOW AND AVOID POSSIBLE INJURY! DISPERSE NOW AND AVOID POSSIBLE INJURY!" *</p> <p>(Repeat until troops are committed.)</p> <p><b>WHEN TROOPS ARE COMMITTED</b></p> <p>"TROOPS ARE ADVANCING NOW. THEY WILL NOT STOP UNTIL THE CROWD IS DISPERSED AND ORDER IS RESTORED. TO AVOID INJURIES, LEAVE THE AREA AT ONCE. RETURN TO YOUR HOMES AS PEACEFUL CITIZENS. TROOPS HAVE THEIR ORDERS, AND THEY WILL NOT STOP UNTIL THE CROWD IS DISPERSED. DO NOT GET HURT. LEAVE THIS AREA." *</p>
	III. PRESENCE OF CHILDREN
	<p>(Used in conjunction with other announcements)</p> <p>"ATTENTION! ATTENTION! DO NOT ATTEMPT TO CAUSE FURTHER DISORDER. DISPERSE NOW IN AN ORDERLY MANNER AND AVOID POSSIBLE INJURY TO CHILDREN. RETURN AT ONCE TO YOUR OWN AREA." *</p>
<p>* INDICATE THE METHOD, THE STREETS, AND THE DIRECTION THAT THE CROWD SHOULD USE WHEN DISPERSING.</p>	




# ANNEX G

## APPENDIX 1 (BOMB THREAT TELEPHONE CHECKLIST) TO ANNEX G (CHECKLIST)

### SAMPLE TELEPHONE CHECKLIST (FRONT)

6-136 (Rev. 4-27-77)



**FBI BOMB DATA CENTER**

PLACE THIS CARD UNDER YOUR TELEPHONE

**QUESTIONS TO ASK:**

1. When is bomb going to explode?
2. Where is it right now?
3. What does it look like?
4. What kind of bomb is it?
5. What will cause it to explode?
6. Did you place the bomb?
7. Why?
8. What is your address?
9. What is your name?

**EXACT WORDING OF THE THREAT:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Sex of caller: \_\_\_\_\_ Race: \_\_\_\_\_

Age: \_\_\_\_\_ Length of call: \_\_\_\_\_

Number at which call is received: \_\_\_\_\_

Time: \_\_\_\_\_ Date: \_\_\_\_/\_\_\_\_/\_\_\_\_

**BOMB THREAT**

**CALLER'S VOICE:**

_____ Calm	_____ Nasal
_____ Angry	_____ Stutter
_____ Excited	_____ Lisp
_____ Slow	_____ Raspy
_____ Rapid	_____ Deep
_____ Soft	_____ Ragged
_____ Loud	_____ Clearing throat
_____ Laughter	_____ Deep breathing
_____ Crying	_____ Cracking voice
_____ Normal	_____ Disguised
_____ Distinct	_____ Accent
_____ Slurred	_____ Familiar
_____ Whispered	

If voice is familiar, who did it sound like?

\_\_\_\_\_

**BACKGROUND SOUNDS:**

_____ Street noises	_____ Factory machinery
_____ Crockery	_____ Animal noises
_____ Voices	_____ Clear
_____ PA System	_____ Static
_____ Music	_____ Local
_____ House noises	_____ Long distance
_____ Motor	_____ Booth
_____ Office machinery	_____ Other _____

**THREAT LANGUAGE:**

_____ Well spoken (educated)	_____ Incoherent
_____ Foul	_____ Taped
_____ Irrational	_____ Message read by threat maker

**REMARKS:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Report call immediately to: \_\_\_\_\_

Phone number \_\_\_\_\_

\_\_\_\_\_

Date \_\_\_\_/\_\_\_\_/\_\_\_\_

Name \_\_\_\_\_

Position \_\_\_\_\_

Phone number \_\_\_\_\_

## ANNEX G

### APPENDIX 2 (COMMANDERS CHECKLIST) TO ANNEX G (CHECKLIST)

COLUMN 1: LEVEL, I: INDIVIDUAL, L: LEADERS AND STAFF, C: COLLECTIVE COLUMN 2: PROFICIENCY, UNIT: T/P/U, INDIVIDUAL: GO, NO-GO COLUMN 3: * INDICATES TRAINING TO BE EMPHASIZED DURING			
<u>TASK GROUPING AND DESCRIPTION</u>	<u>MOBILIZATION/ALERT</u>		
	<u>1</u>	<u>2</u>	<u>3</u>
INTELLIGENCE BRIEFING			
1. <u>CURRENT SITUATION</u>	C		*
<b>I. CIVIL DISTURBANCES</b>			
1. ROLE OF THE NATIONAL GUARD (PARA 2-1)	I		
2. FIVE PRINCIPLES OF CROWD BEHAVIOR (PARA 2-2)	I		
3. GANG TACTICS, GENERAL (PARA 2-3)	C		*
4. DRIVE-BY SHOOTINGS (PARA 2-3)	C		*
5. AMBUSHES (PARA 2-3)	C		*
6. OTHER GANG TACTICS (PARA 2-3)			
7. ADMINISTRATION OF MEDICAL AID TO CIVILIANS (PARA 2-4)	I		
<b>II. USE OF MINIMUM FORCE AND ACTIONS IN THE AFFECTED AREA</b>			
1. MINIMUM FORCE (PARA 3-1)	I		*
2. USE OF DEADLY FORCE (PARA 3-2)		*	
3. EIGHT SPECIAL ORDERS FOR CIVIL DISTURBANCE (PARA 3-3)	I		*
4. ACTIONS IN THE AFFECTED AREA (PARA 3-4)	I		*
5. RIFLE READINESS OPTIONS/ARMING ORDERS (PARA 3-5)		*	
<b>III. INFORMATION PLANNING</b>			
1. SOURCES OF INFORMATION (PARA 4-1)	L		
2. INFORMATION RESTRICTIONS (PARA 4-2)	L		
3. PIR FOR CIVIL DISTURBANCE OPERATIONS (PARA 4-3)	L		
4. METHODS OF THREAT ANALYSIS (PARA 4-4)	I		
<b>IV. OPERATIONS PLANNING</b>			
1. COORDINATION CONTACTS (PARA 5-1)	L		
2. PLANS (PARA 5-3)	L		
3. LOGISTICS (PARA 5-4)	L		
4. ASSEMBLY AND TROOP QUARTERING AREAS (PARA 5-5)			
5. TASK FORCE MOVEMENT (PARA 5-6)	L		
6. SPECIAL COMMUNICATIONS CONSIDERATIONS (PARA 5-7)	L		
7. PERSONNEL RELIEF/SHIFT ROTATION (PARA 5-8)	I		
8. MEDIA RELATIONS (PARA 5-9)	I		

ANNEX G

APPENDIX 3 (PERSONNEL/OPERATIONS/LOGISTICS CHECKLIST) TO ANNEX G  
(CHECKLIST)

SECTION I  
PERSONNEL

1. Unit Strength.

Unit Designation

Authorized Strength

O      NCO      EM      AGG

Assigned Strength

O      NCO      EM      AGG

O      NCO      EM      AGG

2. Assigned personnel attended training, FY\_\_

3. Attach unit roster by positions, include special teams.

4. Identify personnel shortages considered significant as they must be resolved before the unit is committed.  
(Attach listing.)

ANNEX G

APPENDIX 3 (PERSONNEL/OPERATIONS/LOGISTICS CHECKLIST) TO ANNEX G  
(CHECKLIST)

---

SECTION II  
TRAINING AND OPERATIONS

---

1. Number of junior leaders (CPL-CPT) that attended Junior Leader civil disturbance training IAW NGR 500-1 and applicable state regulations. OFF \_\_\_\_\_, ENL \_\_\_\_\_, Date Conducted: \_\_\_\_\_.
2. Indicate usage of Code 51 ATAs: OFF \_\_\_\_\_, ENL \_\_\_\_\_.
3. Has unit conducted civil disturbance training IAW NGR 500-1 and applicable state regulations? Yes/No, Date Conducted: \_\_\_\_\_. (Attach training schedule, attendance rosters, and training evaluation results.)
4. Have soldiers assigned to special equipment such as shotguns and riot control agent dispersers received qualifying training? Yes/No, Date Conducted: \_\_\_\_\_. (Attach training schedule, attendance rosters, and training evaluation results.)
5. Is civil disturbance training identified in long-range training plan and scheduled on unit training schedules? Yes/No. (If No, why not?) \_\_\_\_\_
6. Is current state National Guard Emergency Operations Plan on hand? Yes/No.
7. Have procedures been established to identify soldiers who have not received training in civil disturbance control operations? Yes/No.
8. Have procedures been established to ensure that untrained soldiers are not committed to on-the-street riot control duty? (They can be used in an administrative/logistics support role.) Yes/No.

# ANNEX G

## APPENDIX 3 (PERSONNEL/OPERATIONS/LOGISTICS CHECKLIST) TO ANNEX G (CHECKLIST)

### SECTION III LOGISTICS

1. Does unit have on hand adequate amounts of special civil disturbance equipment listed below to conduct operations?  
Yes/No.

Item	Qty Req'd	Qty O/H	Qty Short
Face Shield	_____	_____	_____
Body Armor	_____	_____	_____
Body Shield	_____	_____	_____
Baton, Riot	_____	_____	_____
Shotguns	_____	_____	_____
Launcher, M203	_____	_____	_____
Lock Plate	_____	_____	_____
Bayonets	_____	_____	_____
M33/M33A1 Disp	_____	_____	_____
M5 Disperser	_____	_____	_____
Svc Kit M254	_____	_____	_____
Svc Kit M27	_____	_____	_____
Compressor, M4	_____	_____	_____
Bull Horn	_____	_____	_____
Flex Cuffs	_____	_____	_____
Flood/Spot Light	_____	_____	_____
Recorder/Camcorders Night Observation Devices	_____	_____	_____

2. Is equipment serviceable? Yes/No. (Attach listing; Include work orders for unserviceable equipment.)

3. Is equipment readily available? Yes/No. (If No, attach listing and storage location.)

4. Does unit have on hand adequate amounts of ammunition listed below to conduct operations? Yes/No. (If No, attach listing of shortages.)

COT (FurLIN

DSN

636-3266

CALLED

ANNEX G

(S/LOGISTICS CHECKLIST) TO ANNEX G  
(CHECKLIST)

CONDITIONS

			BOI	QTY O/H
			8 rds per revolver	
			6 rds per revolver	
			7 rds per pistol	
D34821	1305-A014		10 rds per S/G	
D14843	1305-A014	Cart, 12 GA, 7 1/2 CS	10 rds per S/G	
D14918	1305-A017	Cart, 12 Ga, 9 CS	10 rds per S/G	
C35042	-1305-A059 -	Cart, 5.56mm, Ball	20 rds per M16A2	not
C35041	1305-A063	Cart, 5.56mm	(Trac) M16A2 3 rds per	
D22245	1365-K531	Disp, (M32)	M32 75 per CO	
D35095	1305-A068-	Cart, 5.56mm, Trcr	3 rds per M16	
D34973	1305-A071	Cart, 5.56mm, Ball	20 rds per M16A1	
D37698	-1305-A136 -	-Cart, 7.62mm, Ball	-25 rds per sniper	not authorized
J79544	1330-G963	Gren, Hand, Tac CS	108 ea per Company	
D41062	-1310-B567 -	Cart, 40mm, RC CS	10 ea per launcher	
J79561	1330-G922	Gren, Hand, CS M47	108 ea per Company	
J79681	1330-G930	Gren, Hand, Smk HC	48 ea per Company	
R99691	1365-K758	RC Agent, CR	4 BT per M33A1 dispr	
R99764	-1365-K768 -	RC Agent, CS	-6 CN per M33/M5 dispr	not authorized
G22177	-1365-K532 -	Disp, RC Agent (M36)	-75 ea per Company	not authorized
J77626	-1330-G940 -	Gren, Hand, Smoke, Grn	5 ea per Platoon	not
J79133	-1330-G950 -	Gren, Hand, Smoke, Red	5 ea per Platoon	not
J79955	-1330-G945 -	Gren, Hand, Smoke, Yel	5 ea per Platoon	not
J79818	-1330-G955 -	Gren, Hand, Smoke, Vio	5 ea per Platoon	not

5. Has MTOE equipment required for civil disturbance operations been identified? Yes/No. (Attach listing of equipment.)

6. Are there equipment or supplies required but not on hand? Yes/No. (Attach listing)

A1 A-071 is author

ANNEX G

APPENDIX 3 (PERSONNEL/OPERATIONS/LOGISTICS CHECKLIST) TO ANNEX G  
(CHECKLIST)

---

SECTION IV  
COMMANDER'S ESTIMATE

---

1. Based on the information reported in Sections I through III and your personal observations and knowledge of your unit:

a. Do you believe that your unit needs additional training prior to commitment to a civil disturbance control mission? Yes/No.

b. If your unit needs additional training, identify the shortcoming and the estimated length of training required.

---

---

---

---

---

---

c. Identify and explain any other factors or problems which should be considered by higher headquarters.

---

---

---

---

---

---

2. Based on my observations and evaluation on (date) \_\_\_\_\_, this unit is operationally ready for commitment to civil disturbance operations (without exceptions) (with the following exceptions): (Line out non-applicable statement.)

---

---

---

---

---

---

Encl  
as

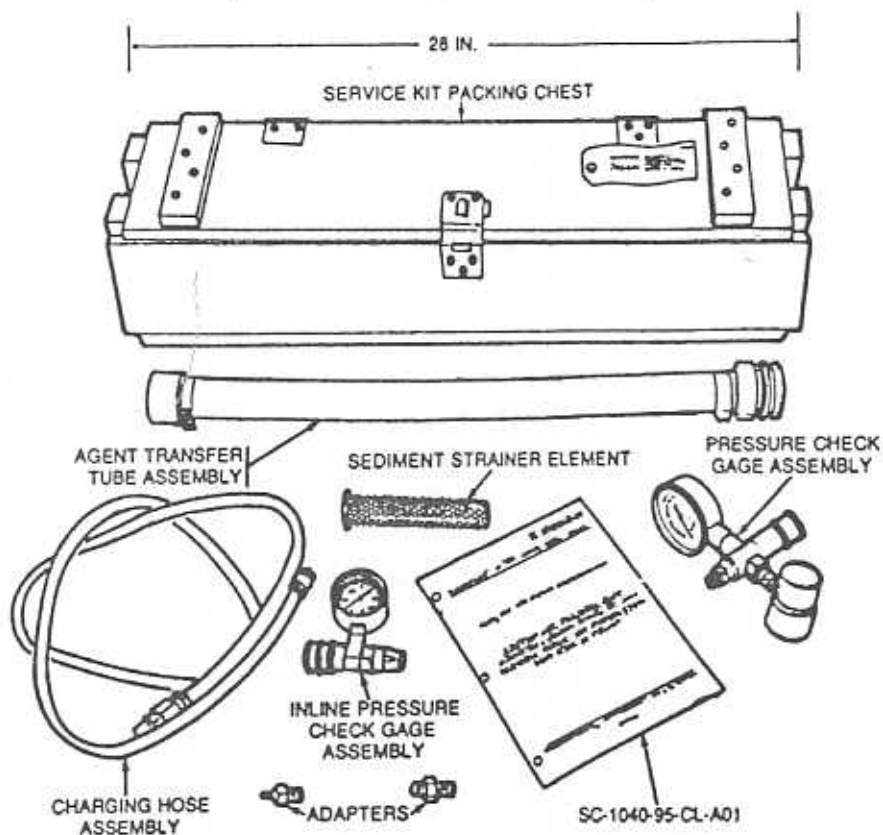
\_\_\_\_\_  
Commanding



## ANNEX G

### APPENDIX 4 (EQUIPMENT ABSTRACTS) TO ANNEX G (CHECKLIST)

#### SERVICE KIT, PORTABLE RIOT CONTROL AGENT DISPENSER: M254



*Type Classification:*  
STD (LCC-A); MSR 04736105

nonmetallic charging hose assembly, an agent transfer tube assembly, a sediment strainer element, adapters, SC 1040-05-CL-A01, and a hinged wood packing case.

*Use:*  
To charge the gas cylinder on an M33 or M33A1 portable riot control agent dispenser with compressed air from a pressure source, to check and adjust the air pressure and air pressure regulator settings for the dispenser, and to transfer riot control agent from its container to the dispenser.

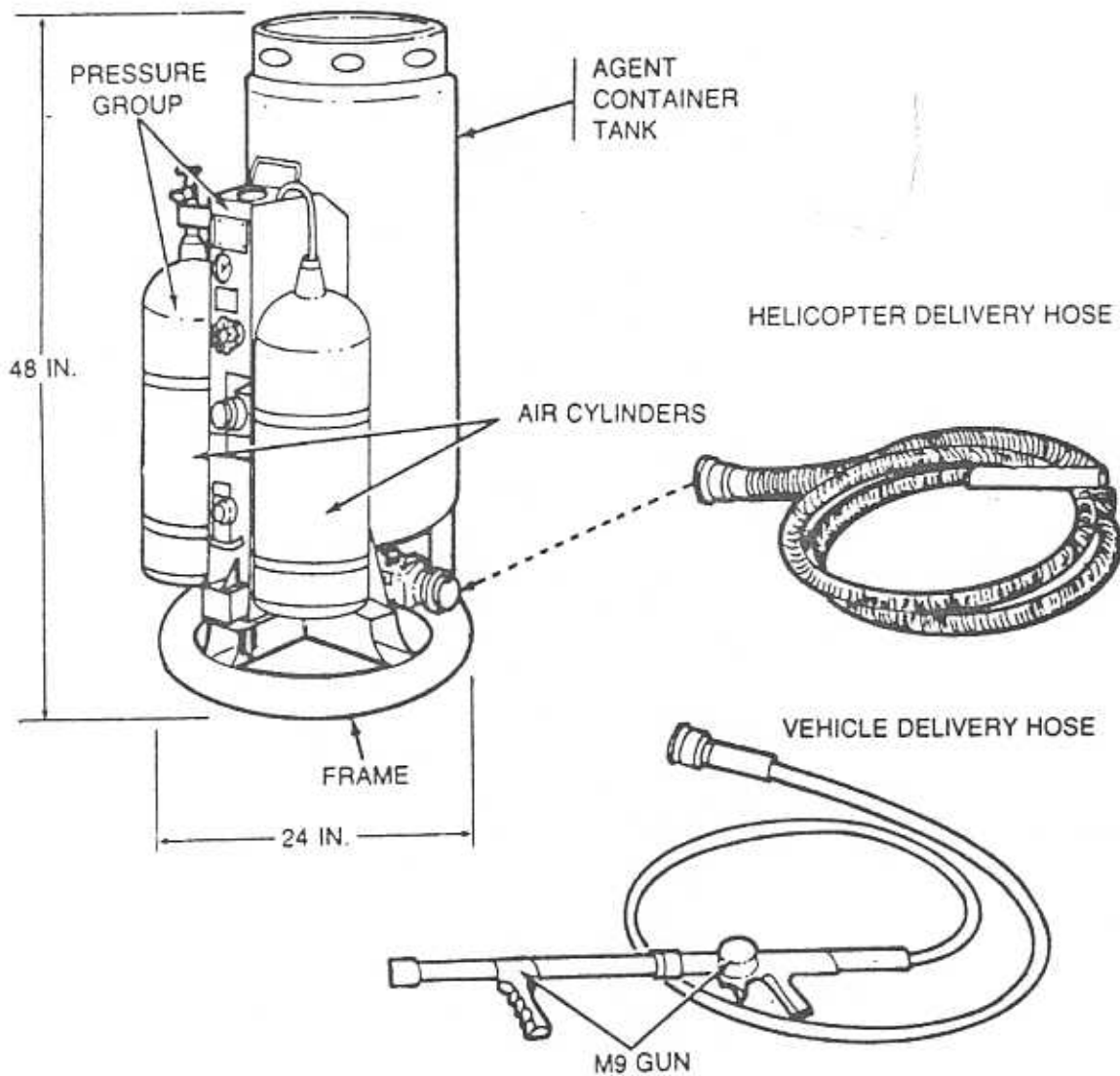
*Description:*  
The M254 portable riot control agent dispenser consists of the following items: a pressure check gage assembly, an inline pressure check gage assembly, a

ANNEX G

APPENDIX 4 (EQUIPMENT ABSTRACTS) TO ANNEX G  
(CHECKLIST)

TM 43-0001-26-2

DISPERSER, RIOT CONTROL AGENT, HELICOPTER OR VEHICLE-MOUNTED: M5



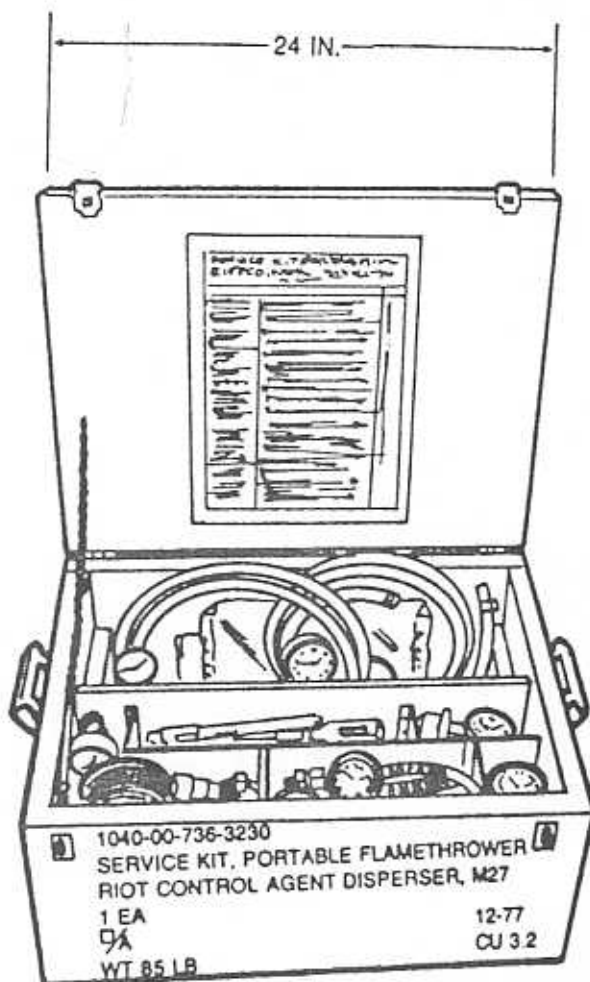


## ANNEX G

### APPENDIX 4 (EQUIPMENT ABSTRACTS) TO ANNEX G (CHECKLIST)

TM 43-0001-26-2

#### SERVICE KIT, PORTABLE FLAME THROWER RIOT CONTROL AGENT DISPENSER: M27



#### Description:

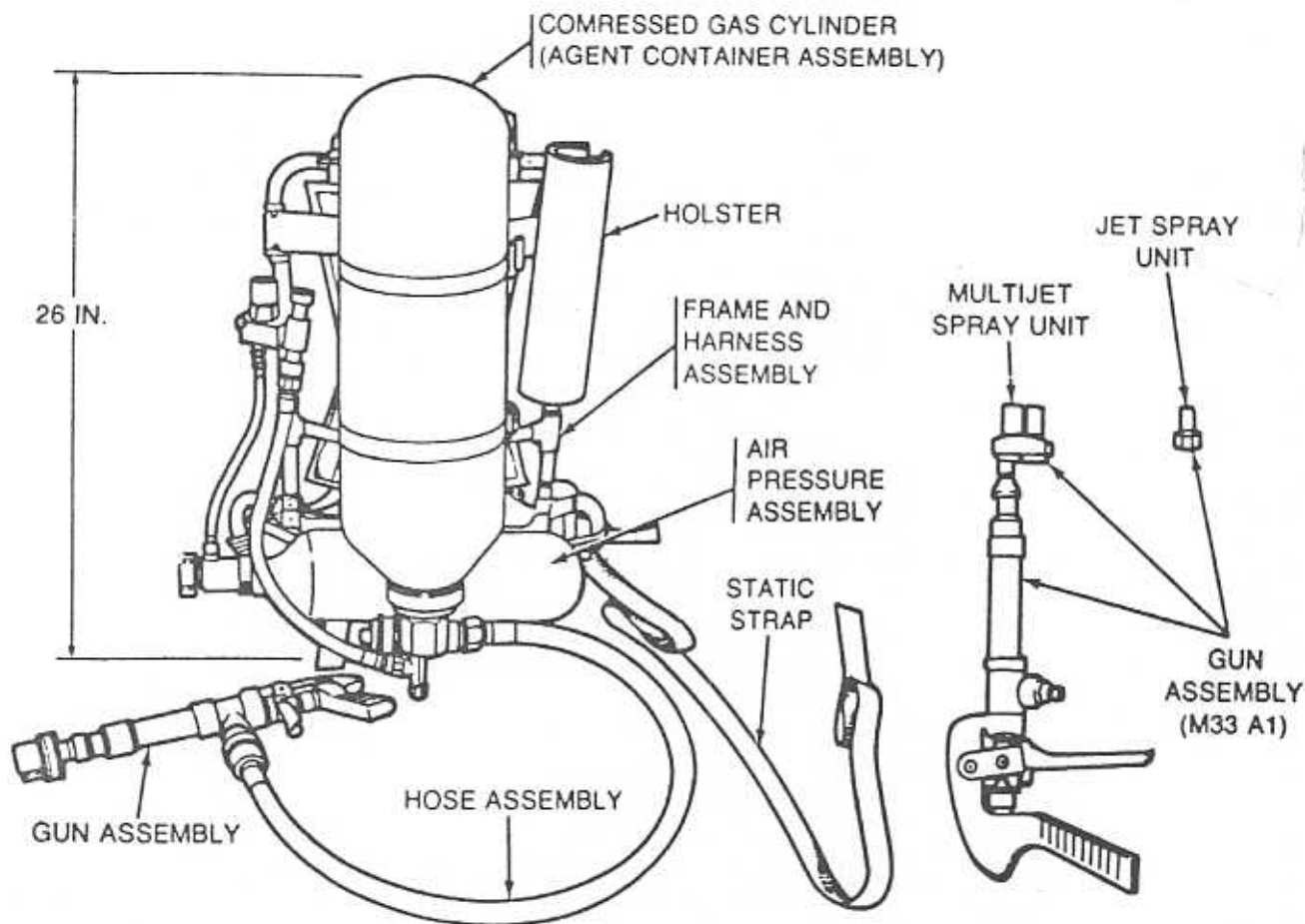
The M27 service kit consists of a charging hose assembly, a filling line assembly, a pressure cylinder test gage assembly, two fuel tank test gage assemblies, an agent tank test gage assembly, a compressed air pressure regulator, three hose assemblies, a fuel transfer cap, adapters, a quick-disconnect coupling half, tube reducers, a check valve assembly, tools, antiseize compound, a wire, and a hinged wood packing chest.

ANNEX G

APPENDIX 4 (EQUIPMENT ABSTRACTS) TO ANNEX G  
(CHECKLIST)

TM 43-0001-26-2

DISPERSER, RIOT CONTROL AGENT, PORTABLE: M33 AND M33A1



*Type Classification:*

M33A1 STD (LCC-A); MSR 11746022

M33 STD (LCC-B); MSR 04736105

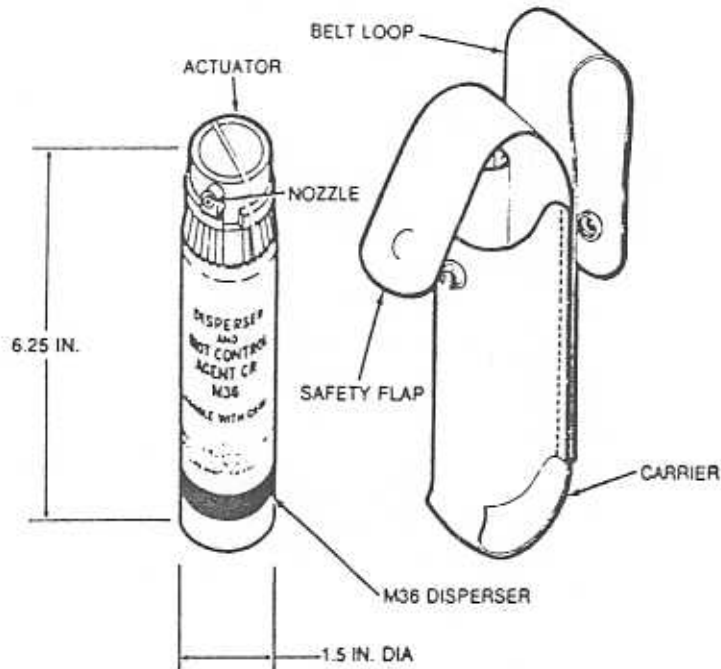
*Use:*

To spray bulk CR solution and CS1 riot control agents under pressure toward or upon disorderly crowds, unruly mobs, or rioters. The spray stings and irritates the eyes, skin, nose, throat, and lungs of exposed personnel.

## ANNEX G

### APPENDIX 4 (EQUIPMENT ABSTRACTS) TO ANNEX G (CHECKLIST)

#### DISPENSER AND RIOT CONTROL AGENT, MANUALLY CARRIED: CR, M36 AND CARRIER



**Type Classification:**  
STD (LCC-A); MSR 11746023

**Use:**  
To apprehend, control, or subdue unruly persons, trespassers, and rioters by spraying them with CR riot control agent solution from a handheld pressurized can. The spray stings and irritates the eyes, skin, nose, throat, and lungs of exposed personnel.

**Description:**  
The M36 dispenser is a handheld, lightweight cylindrical device which dispenses a stream of Riot Control Agent, CR Solution, under pressure. The M36 dispenser consists of an aluminum container with a locking actuator. A tamper-proof seal is located over the top of the actuator. Item identification and warning markings are painted on the container. The container is filled with a solution of CR riot control agent pressurized with nitro-

gen gas. When the M36 dispenser is not in use, it is stowed in a carrier. This carrier is a separately issued leather case with an easily accessible safety flap and belt loop, which are secured by snap fasteners to prevent accidental release.

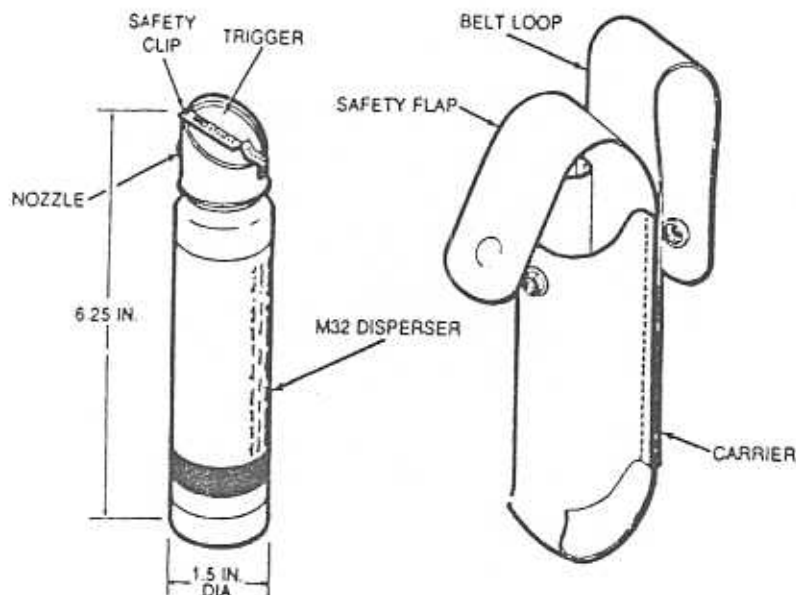
**Functioning:**  
The M36 dispenser is armed and the CR solution dispensed by rotating the actuator counterclockwise, which breaks the seal, and pressing down on the actuator with the index finger. Pressing on the actuator allows the pressurized CR solution to discharge through the nozzle in a jet stream for a range of about 12 feet. By maintaining finger pressure on the actuator, the operator can dispense the CR solution in a continuous stream lasting 14 to 24 seconds. By alternately releasing or increasing pressure on the actuator, the operator can also apply 15 to 25 bursts lasting about 1 second each.

## ANNEX G

### APPENDIX 4 (EQUIPMENT ABSTRACTS) TO ANNEX G (CHECKLIST)

---

#### DISPERSER AND RIOT CONTROL AGENT, MANUALLY CARRIED. CSX, M32 AND CARRIER



Type Classification:  
STD (LCC-B); MSR06736031

*Use:*

To apprehend, control, or subdue unruly persons, trespassers, and rioters by spraying them with CSX riot control agent solution from a handheld pressurized can. The spray stings and irritates the eyes, skin, nose, throat, and lungs of exposed personnel.

*Description:*

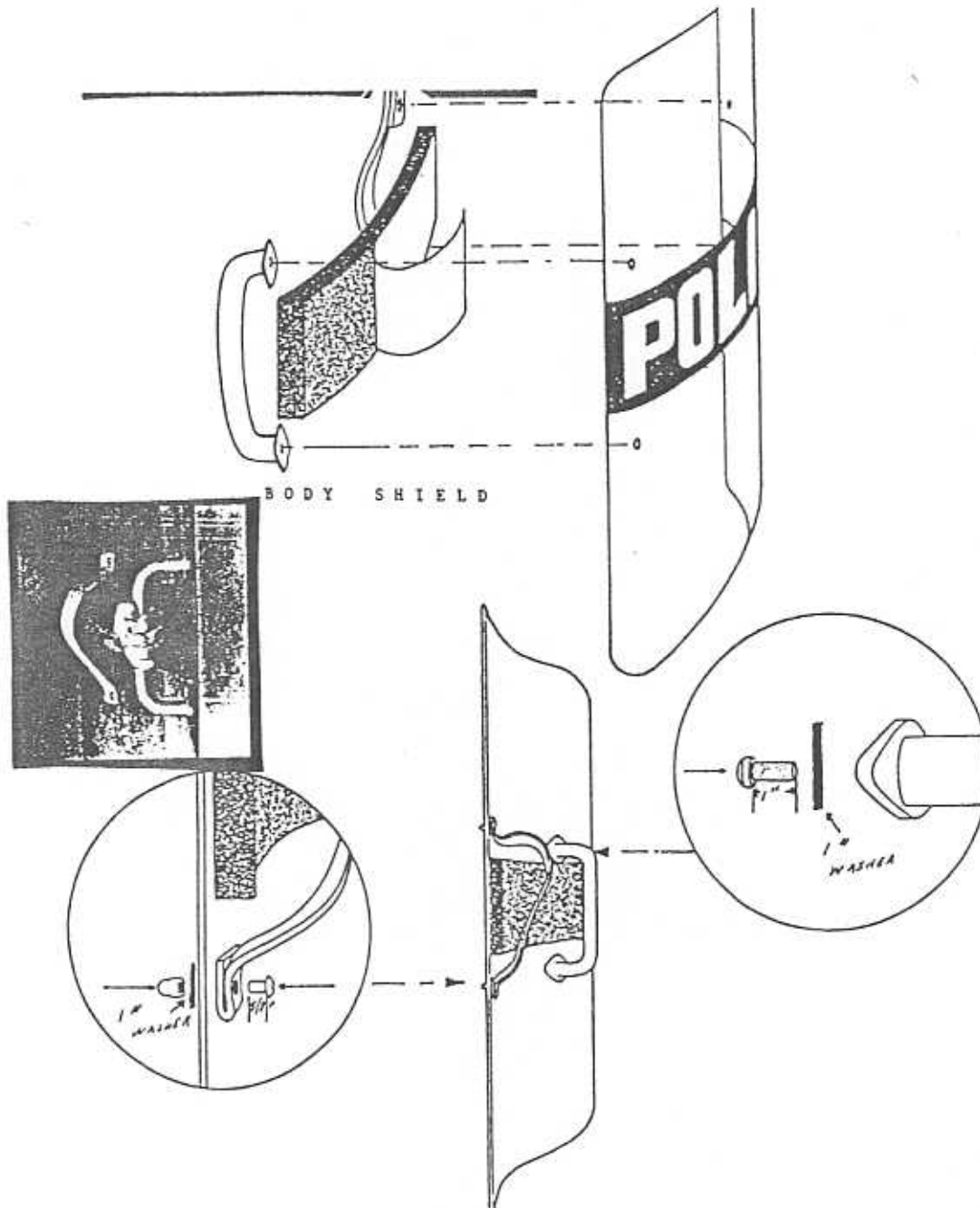
The M32 disperser consists of a container, valve assembly, safety clip, and trigger. The container is an aluminum cylinder filled with a solution of CS riot control agent (CSX) pressurized with nitrogen gas. The thumb-operated trigger forms the top of the trigger cover, which fits down over the valve assembly. The safety clip is mounted across the top of the trigger. The carrier is a separately issued leather case with a safety flap and a belt loop, which are secured by snap fasteners to prevent accidental release. (The original carrier issued with the M32 disperser did not have these safety features.)



ANNEX G

APPENDIX 4 (EQUIPMENT ABSTRACTS) TO ANNEX G  
(CHECKLIST)

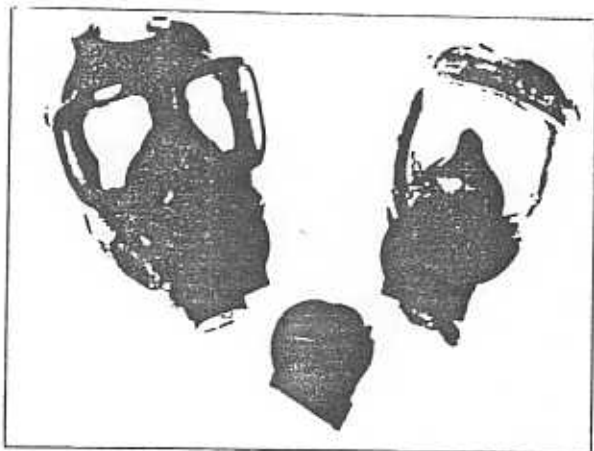
---




## ANNEX G

### APPENDIX 4 (EQUIPMENT ABSTRACTS) TO ANNEX G (CHECKLIST)

---



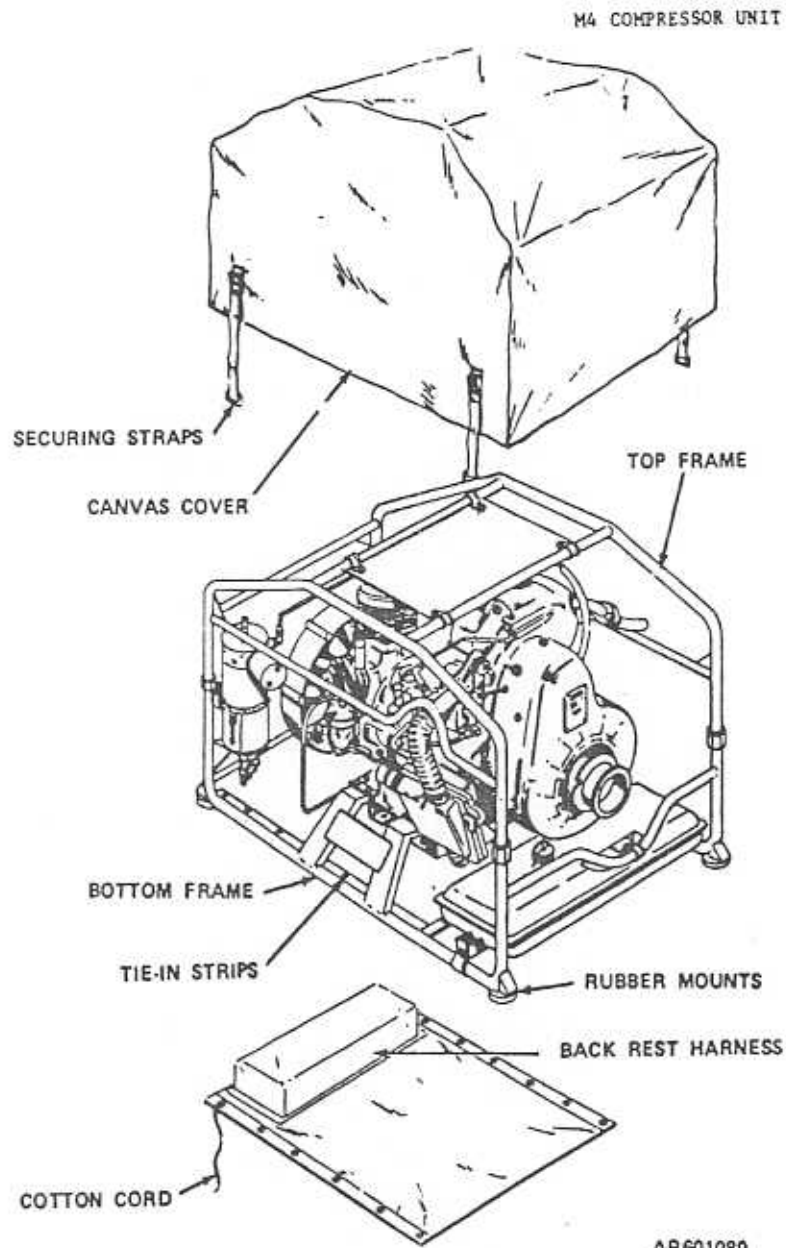
#### VOICE PROJECTION UNIT

- Field-transferrable between masks  
Field-attachable in seconds
  - No modification of existing mask required
  - Preserves existing voicemitter as communication back-up
- 
- Compatible with tactical radio and telephone systems
  - Water resistant
  - Decontaminatable
- Intrinsically safe
  - Amplifies mask wearer's voice 100 meters
  - Power source: standard 9V battery

ANNEX G

APPENDIX 4 (EQUIPMENT ABSTRACTS) TO ANNEX G  
(CHECKLIST)

---

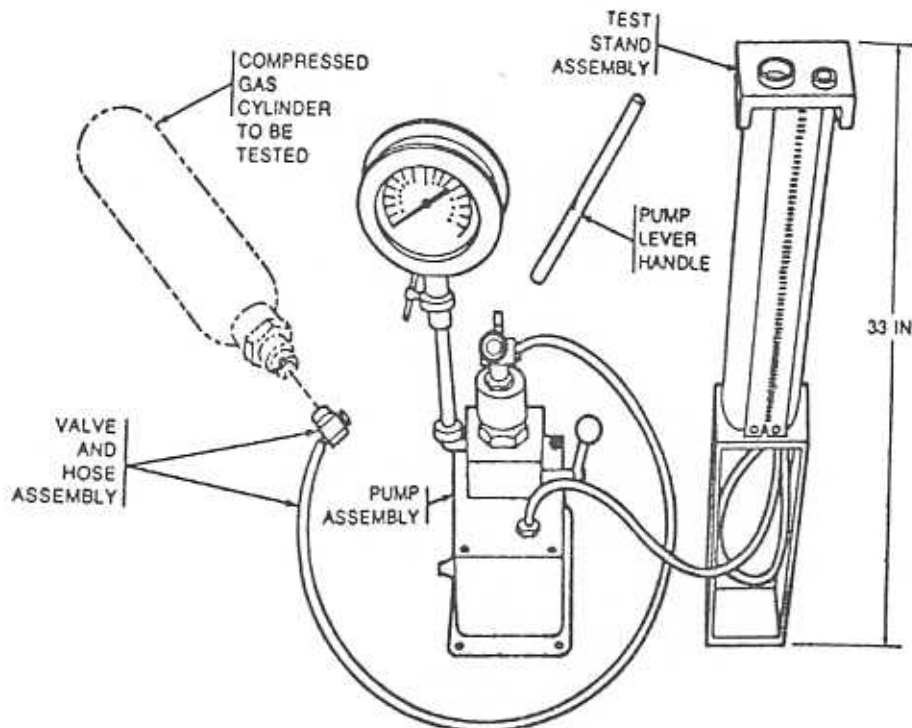


## ANNEX G

### APPENDIX 4 (EQUIPMENT ABSTRACTS) TO ANNEX G (CHECKLIST)

TM 43-0001-26-2

#### TEST SET, FLAME THROWER-RIOT CONTROL AGENT DISPENSER, HYDROSTATIC- AND-VOLUMETRIC: 6,000 PSI, M5



**Type Classification:**  
STD (LCC-A); MSR 12766022

**Use:**  
To test components of portable flame throwers and portable riot control agent dispensers for leaks and deformation under pressure.

**Description:**  
The M5 hydrostatic-and-volumetric flame thrower-riot control agent dispenser test set consists of a pump assembly, a test stand assembly, a valve and hose assembly, and miscellaneous fittings for connecting the set to the various components of the portable flame throwers and dispensers being tested.

**Functioning:**  
The M5 test set provides a source of hydraulic pressure to perform both hydrostatic and volumetric testing of the tanks on portable flame throwers and riot control dispensers. Hydraulic pressure is supplied by the pump assembly and measured on the pressure gage when hydrostatic pressure testing. The large and small tube assemblies are used to measure the expansion of the tanks when subjected to the hydraulic pressure during volumetric pressure testing.

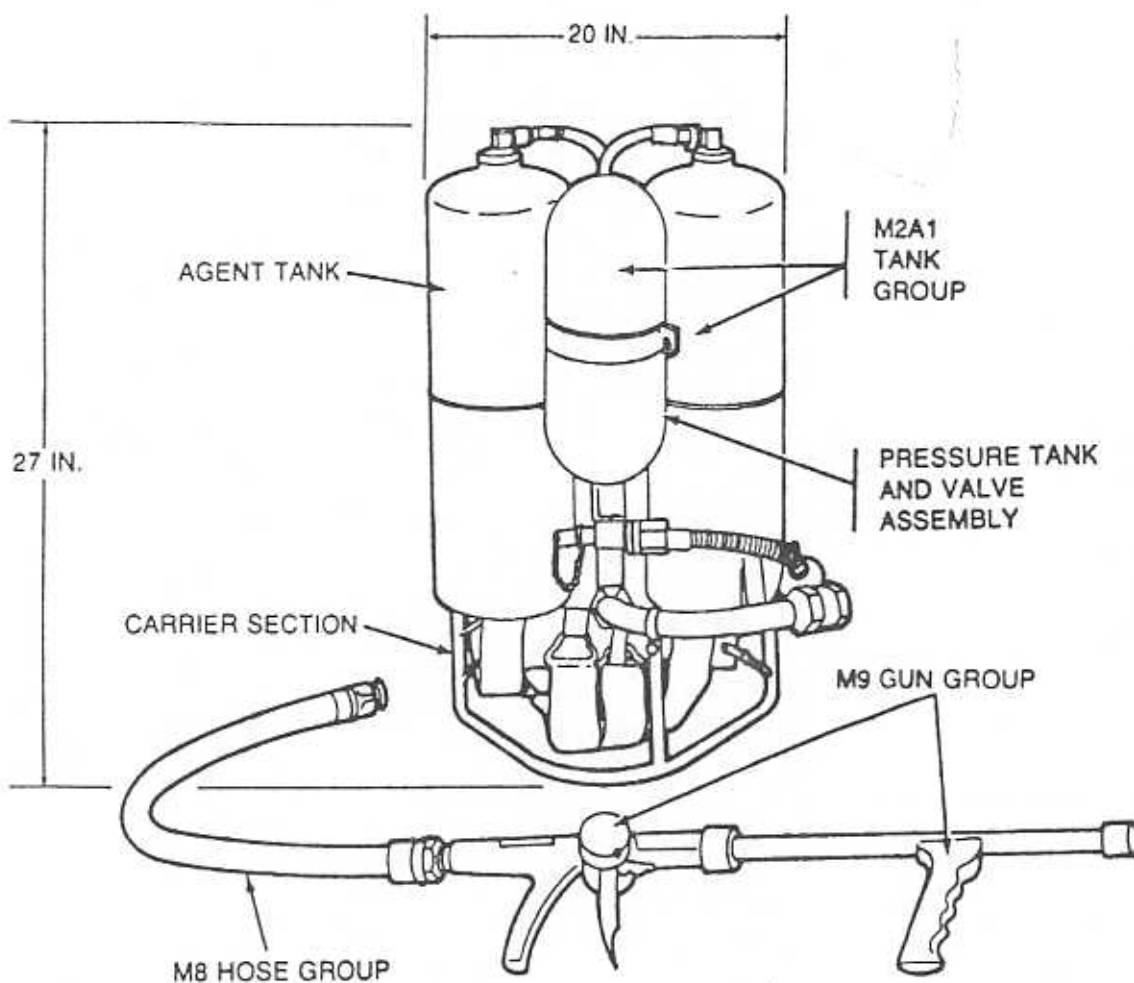
ANNEX G

APPENDIX 4 (EQUIPMENT ABSTRACTS) TO ANNEX G  
(CHECKLIST)

---

TM 43-0001-26-2

DISPERSER, RIOT CONTROL AGENT, PORTABLE: M3



# ANNEX H

## APPENDIX I (SAMPLE DEPLOYMENT MATRIX) TO ANNEX H (DEPLOYMENT MATRIX)

COMPANY	N	N	N	N	N	N	N	N	N
	H	+	+	+	+	+	+	+	+
	R	1	2	3	4	5	6	7	8
UNIT CDR NOTIFIED	X								
INITIATE ALERT PLAN	X	X	X						
(PAO ACTIVATES ANNOUNCEMENT SYSTEM)	X	X							
ESTABLISH AND MAINTAIN COMMO WITH HIGHER	X	X	X	X	X	X	X	X	X
KEY LEADERS ARRIVE	X								
UPDATE CLASS A AGENT ORDER	X								
INITIATE AND MAINTAIN ARMORY SECURITY PLAN	X	X	X	X	X	X	X	X	X
REVIEW / AMEND DEPLOYMENT PLAN	X	X	X						
ISSUE: INDIVIDUAL WPNS, MASK, EQUIP AS SOLDIERS ARRIVE	X	X	X	X	X	X	X	X	
INITIATE FORM 14 AS SOLDIERS ARRIVE	X	X	X	X	X	X	X	X	
ID QUARTERING PARTY AND THEIR REQUIREMENTS			X						
QUARTERING PARTY PRECOMBAT CHECKS / PMCS				X					
LOAD QUARTERING PARTY				X					
UPDATE EQUIPMENT SHORTAGES TO HIGHER	X	X							
ISSUE / DRAW SECTION EQUIPMENT		X	X						
COORDINATE CLASS I,III,IV, AND V		X		X					
ISSUE MAPS AND REQUEST ADDITIONAL AS REQUIRED		X							
ID MISSION ESSENTIAL, EXCESS EQUIPMENT FOR CROSS LEVEL, TO HIGHER		X							
ASSIGN AND BRIEF DRIVERS		X							
REVIEW LOAD LISTS		X							
COORDINATE TRANSPORTATION REQUEST		X							
UPDATE ACCESS ROSTER		X							
VERIFY 2406 SHORTAGES / REPORT TO HIGHER		X							
SITREP	X	X	X	X	X	X	X	X	
25% OF SOLDIERS READY TO DEPLOY									
DISPATCH VEHICLES AND CONDUCT PMCS		X							
ISSUE WO TO MOVE AND MISSION FRAGO									
RECEIVE MOVE ORDER FROM HIGHER			X						
UPDATE FAMILY SUPPORT INFO			X				X		
REVIEW PLANS WITH SUBORDINATE LEADERS			X						
QUARTERING PARTY SP TO HIGHER				X					
MAKE PORTABLE SENSATIVE ITEM LIST			X						
TRAIN / REHEARSE			X	X	X	X	X		
35% OF SOLDIERS READY TO DEPLOY									
CREATE BUMP PLAN				X					
INITIATE SLEEP PLAN				X					
REQUEST LOCAL PROCUREMENT FUND				X					
RECEIVE ATTACHMENTS				X					
FEED CLASS I				X	X				
60% OF SOLDIERS READY TO DEPLOY									
BACKBRIEF FROM SUBORDINATES					X				
OPORD BRIEFBACK TO HIGHER					X				
ID NONDEPLOYABLE PERSONNEL					X				
MODIFY AND EXECUTE LOAD PLAN					X	X			
MAKE EQUIPMENT LIST			X	X					
DISSEMINATE EMERGENCY PHONE NUMBERS					X				
70% OF SOLDIERS READY TO DEPLOY									
LEADERS RECON / L&O SP							X		
MARK VEHICLES WITH CONVOY CLEARANCE NUMBERS							X		
CONFIRM FILLER LIST							X		
SAFETY BRIEF / RULES OF ENGAGEMENT BRIEF							X		
PRE COMBAT INSPECTIONS / INSPECT WEAPONS FOR SERVICEABILITY					X	X	X	X	
MAKE COPIES OF UPDATED PERSONNEL ROSTER							X		
UPDATE FAMILY SUPPORT INFO							X		

APPENDIX I (SAMPLE DEPLOYMENT MATRIX) TO ANNEX H  
(DEPLOYMENT MATRIX)

133



## ANNEX I

### APPENDIX I (REFERENCES) TO ANNEX I (REFERENCES)

---

AR 350-7, Training & Evaluation of Forces for Civil Disturbance  
AR 500-50, Civil Disturbances  
AR 500-51, Support to Civilian Law Enforcement  
AFR 125-26, Support to Civilian Law Enforcement  
NGR 500-1/ANG-1 10-8101, Military Support to Civilian Authorities  
FM 7-8, Infantry Rifle Platoon and Squad  
FM 19-15, Civil Disturbance Operations  
FM 90-10, Military Operations in Urban Terrain  
FM 90-10-1, Military Guide to Urban Combat  
FM 90-8, Counterterrorist Operations  
FM 100-19, Domestic Support Operations

